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ALL NEW

N-FORCE

100% FOR YOUR NINTENDO!

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Look to the heavens it's...

STARFOX

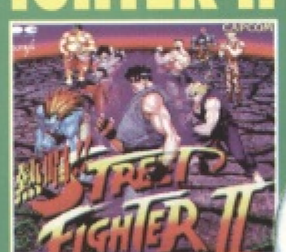
The first Super-FX game on the SNES!



You won't believe your eyes!

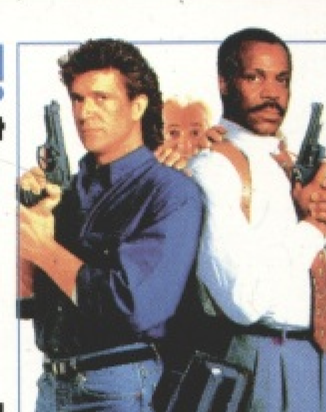
STREET FIGHTER II

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- 5 mountain bikes!
- A real snazzy motor scooter!



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April 1993
PRINTED IN THE UK



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SELECT

FORMAT FACTS

There is more than one type of Nintendo system — and they aren't all compatible — so pay attention!

GB
Game boy
NES
8-bit Nintendo Entertainment System (UK & USA)
FAMICOM
8-bit Famicom System (Japan)
SNES
16-bit Super Nintendo Entertainment System (UK & USA)
SFC
16-bit Super Famicom System (Japan)

FORCE FINDER

Every editorial page in N-FORCE Is colour coded to help you find what you want — fast!

▼ SNES Reviewed!
▼ NES Reviewed!
▼ GB Reviewed!
▼ SPECIALS Featured!
▼ FULL FORCE Directory!
▼ REGULARS Contents!

APRIL '93

START!

Looking for news? Here's where to…

FORCE FEATURES

FORCE RATED

TIPS FORCE

MAIL FORCE

FULL FORCE

NEWS

PREVIEWS

UP FRONT

LIVE!

WIRED!

RANT!

BUZZ!

CHARTS!

N-FORCE 100% FOR YOUR NINTENDO!

Issue 10 April 1993

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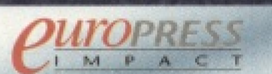
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START!

THIS IS N-FORCE

Welcome to an April jam-packed with Nintendo action — and a new look **N-FORCE**.

We've introduced a whole host of new sections from this issue — including a completely redesigned news and previews section which you are about to lunge into after reading this.

No matter how much other magazines worry about being the biggest, or best-selling — we at **N-FORCE** just want to have a good time keeping you up-to-date with everything that's happening in the big wide world of Nintendo gaming.

Jump higher, play harder, live forever & enjoy the all new **N-FORCE**!





Things are looking pretty busy on the Nintendo scene at the moment. START is Britain's biggest news section dedicated to the world of Nintendo gaming. Our network of correspondents in Japan, the USA and Europe will tell you what's going down ahead of the crowd. Hold on tight — it's gonna be a pretty awesome April...

Exclusive sp

スターフォック

SNES
Producer: Nintendo
Available: Now
Status: Import

No CD this



In late November, Nintendo held a secret meeting with its major third party developers on the CD-ROM drive. Unfortunately, the news wasn't all good...

Nintendo haven't let anyone see a demo version of their CD-ROM machine, or even any sample graphics — so far they've only discussed the technical specifications of the highly-anticipated machine.

The machine this story is about is intended for Japan — to run on the Super Famicom system. The Super Nintendo (SNES) you have in England is very similar — but there could be some hardware incompatibilities and Nintendo are certain to release a different unit for England and the rest of Europe.

Rumours have it the CD software will come in special cartridges containing the disc, some memory chips (for saving game data etc) and possibly some form of anti-piracy protection.

The unit will be connected to the Super Famicom piggy-back fashion — a supplied adaptor plugs into the cart slot in exactly the same way as universal adaptors. This adaptor is likely to be the 'brain' of the CD-ROM system — with the drive that actually reads the discs connected to it via another cable.

The official name for the adaptor is "The System Cassette." The word on the streets is the cassette features a new chip — snappily called SCCP (Super Famicom CD-ROM System Co-Processor) — which is built around a very powerful 32-bit system (to give you an idea of the technology involved, the NES is 8-bit and the SNES is 16-bit)

Mode 7 heaven

If it is as good as the rumours, SCCP will provide dazzling 'true' 3D graphics — making it possible for stunning effects like insane Mode 7 fireworks at breakneck speeds (a taste of which you can get from Nintendo's new space shoot-'em-up — *Starfox*).

The System Cassette also features a snazzy system called HANDS (Hyper Advanced Nintendo Data Transfer System) which doubles the loading speed of discs — also planned is a chip to accommodate two-disk games in the future.

The System Cassette will also feature 8-megabit RAM which reduces the number of times the console has to read from the CD-ROM drive.

The beauty of this configuration is its ease of upgrading — to incorporate better sound and graphics chips, for example, Nintendo can simply sell a new, upgraded System Cassette.

So what we can expect from the Nintendo CD-ROM? Well it's said to be capable of showing a 30-40 minute full animation of 256-colour characters filling half the screen at a smooth 20 frames a second — so there are going to be some mind-blowing movie-style intro sequences

Movies for the masses

The official word is that the CD-ROM will be ready for mass production in August this year. However, Nintendo also make it clear that it will not be released without decent software support.

In reality this means it probably won't be released in Japan this year — although Nintendo may be tempted to push through a rush release for Christmas, as it now appears certain *Street Fighter II: Champion Edition* will be released soon on Sega-CD (Don't worry folks, you can bet on Capcom making the same for Nintendo CD).

Although there's no word as yet on planned software titles, you can pretty well bank on

p ecial FX...

STARFOX

It's the game the whole industry is talking about — *StarFox* hits the Super Famicom and the official Super Nintendo release won't be far behind...

year

Mario 5, *Zelda 4* and a couple of other *F-Zero-* and *Pilot Wings*-style games. You can bet it's going to be well worth the wait!

Norton Kai

Without a doubt, the most prominent of all Nintendo's new games is *StarFox* — the hot new SNES space-age shoot-'em-up featuring the latest generation Super FX co-processor chip. This chip makes it possible for the SNES to quickly process and smoothly display polygon objects for true 3D action.

Unlike typical carbon-copy side-scrolling shooters, in *StarFox* you're in full control of your high-performance space fighter allowing you to undertake breathtaking strafing runs and lifelike dogfights.

The story takes place in a distant galaxy on a peaceful planet named Corneria. Not surprisingly, the idyllic lives of Cornerians are shattered by the invading hordes of Emperor Andolph — an insane genius.

The planet's only hope is StarFox, a squadron of four galactic mercenary pilots headed by Fox McLeod. Fox and his wingmen, Slippy Toad, Falco Rambaldi (a rooster) and Peppy Hare, must battle their way across the universe to Venom where Andolph awaits with the final climactic battle.

Along the way, StarFox faces a series of deadly challenges including meteor showers, space carriers, galactic battle fleets and even a twin-headed dragon.

All the characters move smoothly and crisply with great realism — that's because they are all composed of polygons! Instead of Mode 7's simulated 3D as used in *F-Zero* all the characters are treated as 'real' objects with three dimensional depth, not just height and width as with normal sprites.

Thanks to *StarFox*'s polygon characters, it's possible to engage in stunning dogfights with enemies that can pull 360 degree rolls and tumbles while zooming through treacherous corridors.

StarFox's fighters come armed with single-beam blasters and are fitted with five Smart Bombs that inflict devastating damage within a limited range.

During battle, your wingmen and ground control boss are in close video contact providing advice and, at times, begging for your help to get rid of enemy crafts hounding their tails. Try to coordinate flying with your wingmen — losing them makes life much tougher.

If you want a taste of the future of Nintendo games, check out the review of *StarFox* in next the issue of N-FORCE.

Norton Kai



One of the toughest jobs facing Fox McLeod and the StarFox crew is to intercept an enemy space armada. Blast the bad guys into space dust!

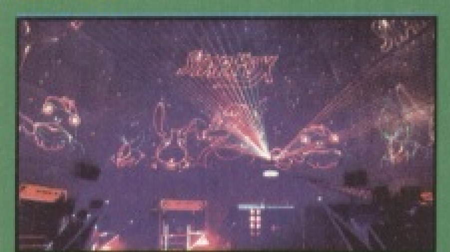
These stunning graphics are created using the Super FX co-processor chip. Instead of of using Mode 7 to simulate 3D, *StarFox* uses polygons — the results are breathtaking!

Light fantastic

100% ALL AMERICAN

Nintendo's launch of this hi-tech, full-spec shoot-'em-up was a major draw at the Las Vegas CES. No expense was spared to provide the public with a no-holds-barred optical experience — the high point was a stunning light show!

The display confirmed that *StarFox* is the biggest game around and shows the SFX chip is going to take SNES gaming into a new era.



There are dozens of games due for release over the next couple of months. **UP FRONT** is a provisional release schedule for most of them.

Remember that software houses can be economic with the truth and these dates might not be met. Most titles are also available earlier on import.

SNES

Addams Family 2	Spring
Aguri Suzuki F1 Super Driving	April
Aladdin	Autumn In development
Batman Returns	Spring Import only
Best of the Best	Out now
Bubsy the Bobcat	Spring
Cool World	Spring
Death Valley Rally	Out now
Final Fantasy Mystic Quest	March
Gods	Out now
Goof Troop	Summer In development
Human Grand Prix	Spring
Lethal Weapon	Spring
Mega Man	Autumn In development
Mickeys Magical Quest	March
Mr Nuts	Summer
NBA Basketball	April
Parodius	March
Starfox	Out now Import only
Super Double Dragon	April
Super Empire Strikes Back	Summer In development
Super Pang	April
Super Strike Eagle	Out now Import only
Super Tetris 2 + Bombliss	Out now Import only
Super Valis IV	March Import only
The Adventures of B.O.B.	May
The Blues Brothers	April
Wing Commander	Out now
Yoshi's Cookies	June Import only

NES

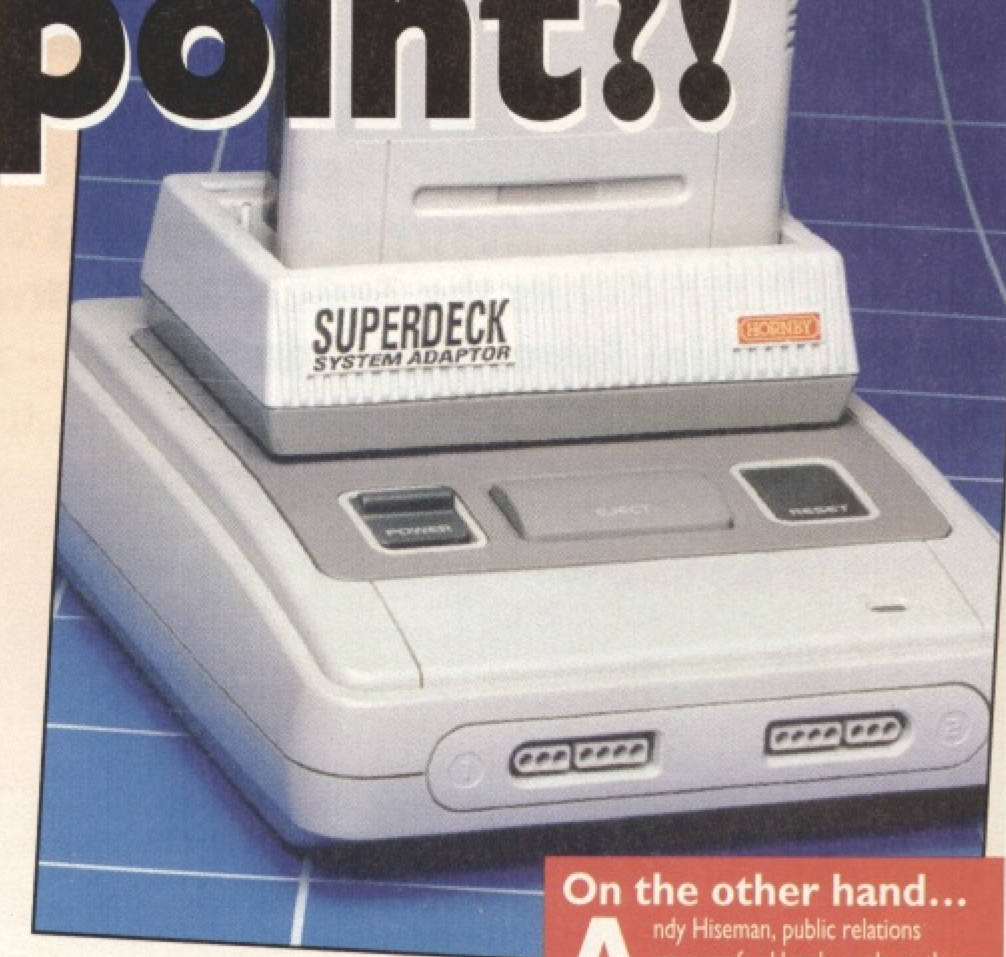
Addams Family 2	Summer
Alien 3	Out now Import only
Batman Returns	Spring Import only
Cool World	Spring
Duck Tales 2	Summer Import only
Eliminator boat duel	April
Kirby's Dreamland	March Import only
Lethal Weapon	Spring
The Blues Brothers	Spring

GB

Addams Family 2	Summer
Adventure Island 3	Spring
Asterix	April
Cool World	Spring/Summer
Joe & Mac	Spring
Lemmings	Spring
Lethal Weapon	Spring
Powerpaws	April
Titus The Fox	Spring

Super Nintendo owners will soon be able to play 8-bit NES games on their consoles thanks to a new adaptor. The Superdeck has been billed the triumph of the year...

But what's the point?!



The Superdeck — shown for the first time ever at the Toy and Hobby fair in London last month — is probably the biggest breakthrough in the Nintendo gaming world this year.

It fits into the top of the SNES and has slots for an NES cart — in the US version there are two slots but in the UK version there are four. It also doubles as a converter allowing Japanese and American games to be played on the British SNES.

The deck was invented in Britain and is backed by Hornby Hobbies, the company behind the Game Genie and the Turbo Touch 360 joypads. The Superdeck means games such as the popular *Dizzy*, *Micro Machines* and *Mega Man* will now be available to SNES owners.

Hornby, say that with a little bit of last-minute fine tuning the deck should be available for sale in May — the price will be between £30 and £40.

Hornby spokesman Andy Hiseman said he had been delighted by the response on the deck and couldn't wait to get it on the streets. He acknowledged that it would probably hit sales of NES consoles, but said on the other hand it should help NES game sales pick up.

'Everybody knows NES sales are slowing down, and there are so many good games out there that you'll never see on the SNES,' said Andy.

'Now you'll be able to play more games than you can possibly handle — the Superdeck offers SNES owners the opportunity to double their choice of games.'

On the other hand...

Andy Hiseman, public relations manager for Hornby reckons there is a point: 'Remember, the amount of time a player spends with his console is not dictated by fancy graphics or stunning sounds, but by one all-consuming factor — gameplay. Many NES games — such as *Super Mario Bros*, *Mega Man* and the *Castlevania* series — have it by the bucket load!'

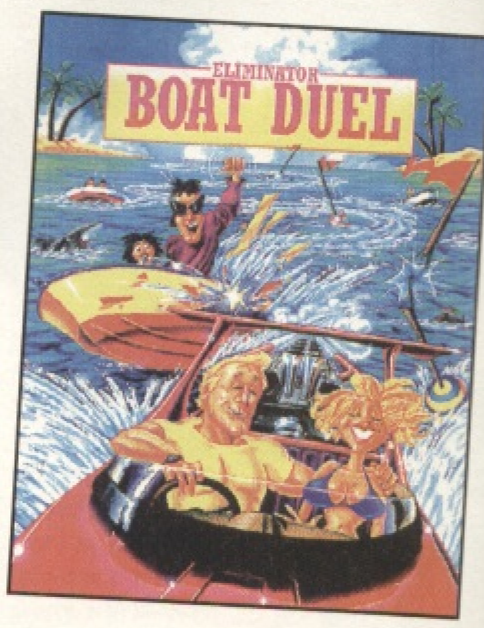
Eliminator Boat Duel

NES
Producer: The Sales Curve
Available: April
Status: UK release

If you're into power boating, pull back the throttle and check out *Eliminator: Boat Duel* — a high-speed action-packed racing sim. There are plenty of cunning enemies to race against, obstacles to jump and avoid — watch out for alligators and sharks that can seriously endanger your health! Keep an eye out for a full review coming soon.



Put the pedal to the metal and make waves! Be first past the post to avoid being eliminated.



Join The Sales Curve and make a splash with these colourful characters coming soon to your NES



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You can't fail to have noticed that there are more and more things on television and radio about Nintendo gaming. **LIVE!** is a complete listing of all the best programmes to make a date with.

There's also a round-up of exhibitions that might be worth a look in our humble opinion. Sort of!

Daily Diary

Monday

07:21 Master Blaster with Zig & Zag: The Big Breakfast Ch 4
18:00 Games World: Sky One



Tuesday

18:00 Games World: Sky One
18:50 Cyberzone: BBC 2

Wednesday

18:00 Games World: Sky One
20:30 The Computer Games Show: LW Radio Atlantic 252

Thursday

07.44 The Big Breakfast - Master Blaster : Ch 4
18:00 Games World: Sky One
18.30 Games Master: Ch 4

Friday

18:00 Games World: Sky One

Year Planner

These are the dates to put in your diary NOW because they are THE events to be seen at!

March '93

25th to 28th Ideal Electronic Games Show: Earls Court 2, London

August '93

1st to 15th Capital Expo 93: Business Design Centre, London

September '93

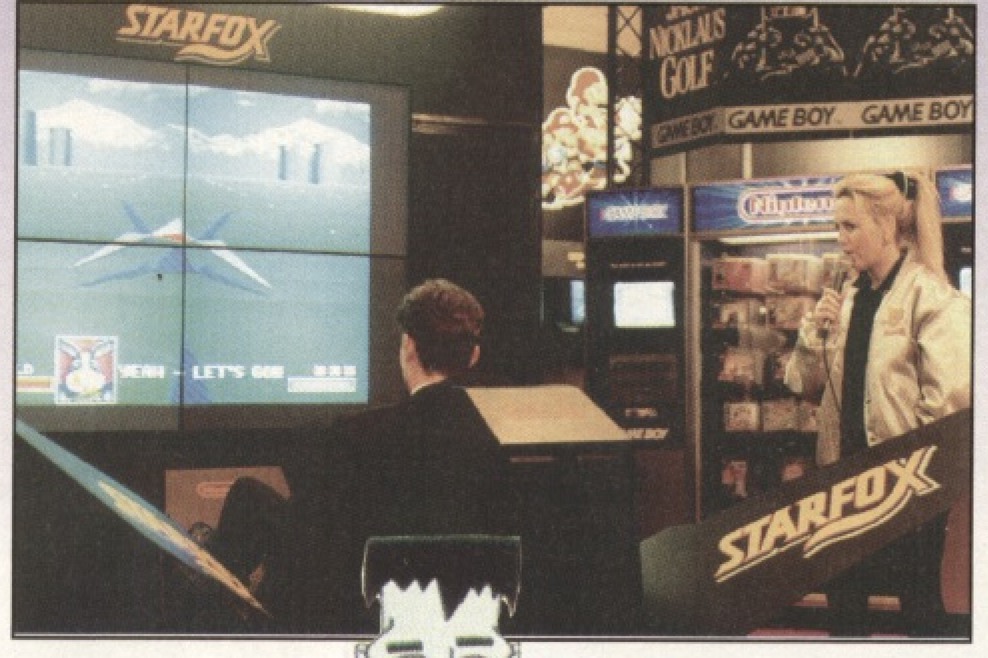
16th to 20th Live '93: Olympia, London

Nintendo's toy to

The Toy and Hobby Fair was a sedate event — until you reached the Nintendo stand...

At first glance the Toy and Hobby Fair in London from Jan 30-Feb 3 seemed more for people in suits showing off their latest gadgets than game fiends — but the Nintendo stand changed all that!

The star of the show was Nintendo's hot shoot-'em-up *StarFox*. It played constantly on a huge video wall with stereo sound and a fighter pilot seat — game fiends just couldn't get enough!



StarFox is Nintendo's first game featuring the much talked about Super FX chip. The chip is a British invention and Bandai, (Nintendo's current UK distributors) say there are another three or four SFX games due later this year. From what we hear, even *StarFox* doesn't use all of the chip's capabilities — so the future looks very good for SNES owners!

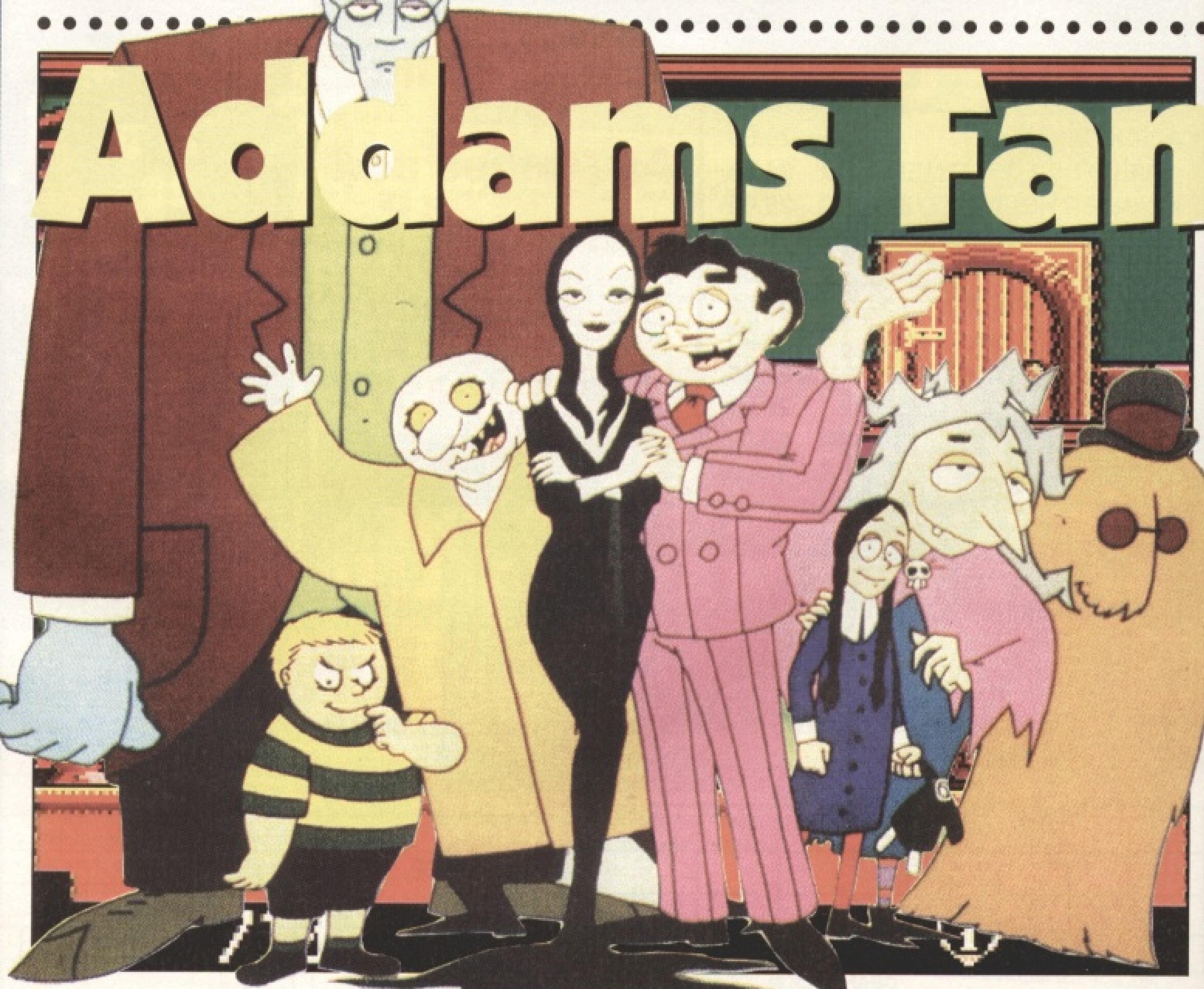
Also on display was the brand new Super Scope game, *Battle Clash*. It's a lot tougher than the first 'Scope games and features 21 levels, end-of-level baddies plus plenty of fast and furious action. It's understood that the next Super Scope game is *Hunt for Red October*.

Bandai also used the show to display some of their latest toys and game-related merchandise — a big range of *Star Trek* and *Little Dracula* figures among them.

Unfortunately, there was no word about Nintendo's CD unit.. But now that Sega's Mega CD is finally shipping after all the hype, the big 'N' is going to have to pull its finger out if it wants to keep its place in the gaming-technology race — but then again, with games like *StarFox*, Sega are still way behind in many respects so nobody's should get too woried.

Doug Green

Addams Fan

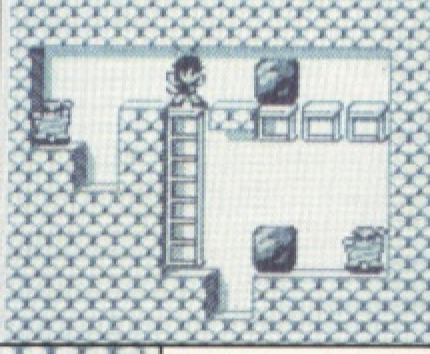


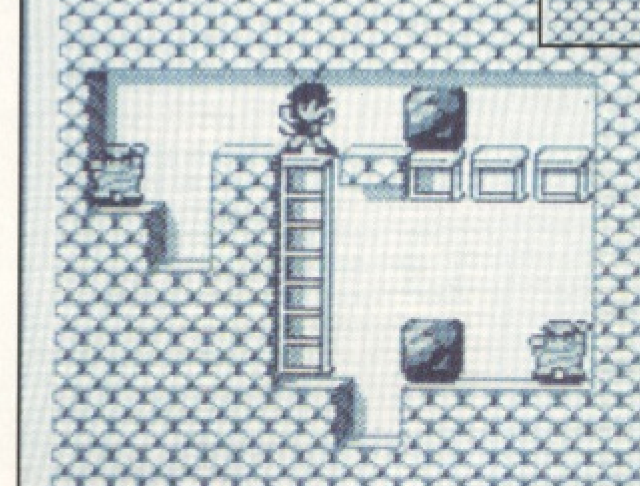
wn takeover

Nintendo goes to Toy Town! The International Toy and Hobby fair is where shops find out what is going to be massive NEXT Christmas — and it's not even Easter!

Powerpaws

GB
Producer: The Sales Curve
Available: April
Status: UK release





Above: It's amazing action as Catgirl and Catboy try desperately to find each other

Left: Err... see above! Will the feline freaks ever meet up or have we pressed paws?

There's more feline fun and frolics due this month. Catgirl and Catboy have been separated from each other, so they begin an adventure through complex mazes to reunite. Unfortunately, it's not that easy — before the feline couple can complete the maze they must first destroy the labyrinth monster.

Each maze has its own puzzle making life very difficult indeed. With 100 levels full of nasties and brain teasers, *Powerpaws* is a title all Game Boy owners should watch out for. Keep an eye on N-FORCE for all the details.

nily 2

NES & GB
Producer: Ocean
Available: Spring
Status: UK release



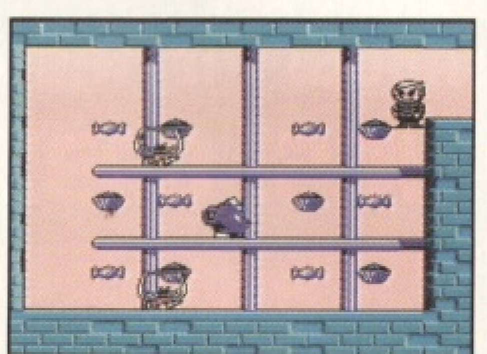
Outside the mansion explore the roof for hidden power-ups and points. But be careful not to get spooked by ghosts!

Clear off the cobwebs, blow off the dust and watch out for the spiders! N-FORCE can exclusively reveal that *Addams Family 2* is coming to the NES and Game Boy.

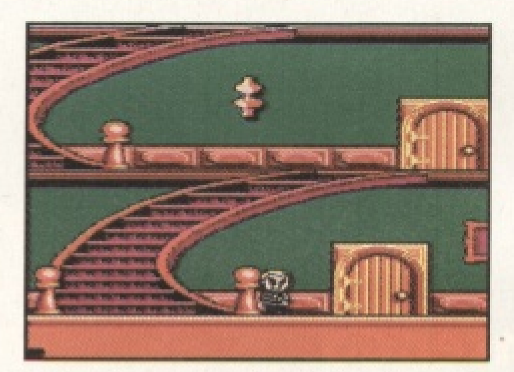
This time it's Pugsley getting all the frights — battling with giant birds, getting spiked by huge wooden stakes and generally getting into lots of trouble.

These new games follow the plot of the original SNES *Addams Family* — the main difference is Pugsley takes the lead role instead of Gomez. Each room has loads of geeks and nasties to dodge while working your way through tons of tricky obstacles and traps.

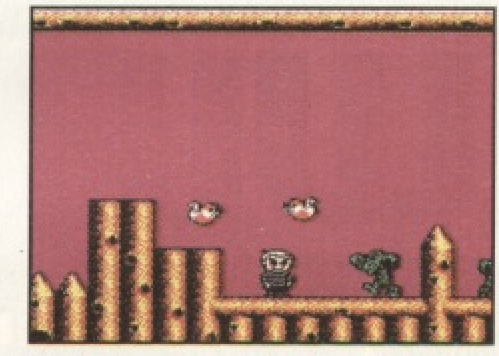
So if you're looking for a game to show off your NES or Game Boy, keep your peepers on N-FORCE for the very first full review. Until then, check out these exclusive screen shots!



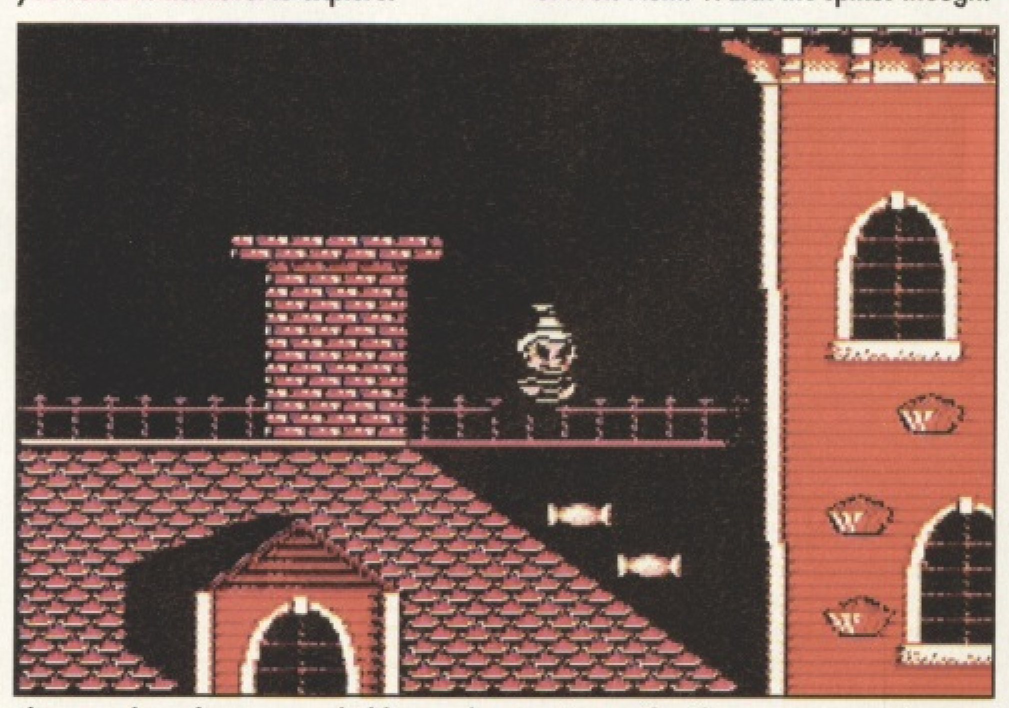
Manic platform action as Pugsley explores the kitchen in search of a quick snack and more yummy points.



Pick a door — any door! This is how you select which level to explore.

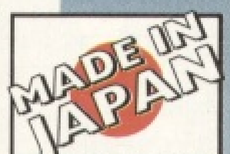


It's the conservatory but there's no sign of Prof. Plum! Watch the spikes though!



There are lots of power-ups hidden on the mansion roof — for an extra surprise try making like Santa and climb down the chimney!

Super savings!



In Japan The Super Famicom (SNES) retails at ¥25,000 (about £125), but can be bought for up to 20% cheaper at discount shops — compare this to June last year when the discounted price had dropped as low as ¥15,000 (£75)!

However, the successive releases of four multi-million sellers —*Street Fighter II*, *Super Mario Kart*, *Dragon Quest V* and *Final Fantasy V* — pumped up the price of the Super Famicom.

Famicom (NES) and Game Boy respectively carry retail price tags of ¥14,800 (£75) and ¥12,500 (£62), but can be found at most discount places at ¥9,500 (£48) and ¥8,000 (£40).

As for software, the retail prices of SFC carts typically range from ¥8,000 to ¥10,000 (£40 to £50), but can go as high as ¥15,000 (£75) for hardcore war simulations.

Of course, nobody in their right mind pays retail, except for mega-popular titles such as *Dragon Quest V*, and then only on their release dates. Most titles can be found with 20% discounts — including popular carts such as *Street Fighter II*.

However, losers including most run-of-the-mill shoot-'em-ups and dodgy *Street Fighter II* rip-offs can be bought for as low as ¥2,000 (£10).

The 8-bit carts range from ¥4,000 to ¥10,000 (£20 to £50) retail and Game Boy carts from ¥3,500 to ¥5,500 (£17 to £27) — again these can usually be found discounted at least 20%!

When it comes to second-hand software, all prices are discounted at least 20%, and can go as low as ¥300 (£1.50) for bog-standard NES carts without a box or instructions.

Norton Kai

Save rave!

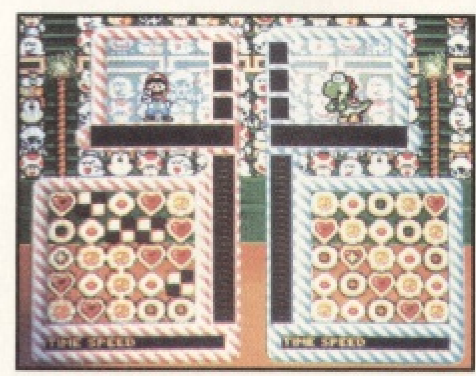
During the last school break, retailing giant Toys-'R-us were selling the standalone Super Nintendo system for just £79.94.

That's almost half the price a SNES would have set you back when it was launched just one year ago — and a good £20.00 cheaper then the current recommended price of £99.00

NIntendo are said to be concerned about this heavy discounting but one thing is for sure — it can only be good news!

Yoshi's Cookies

SFC
Producer: Nintendo
Available: June
Status: Japanese import



The main difference between the SFC and other versions of the game is the addition of two-player mode,



Bullet-Proof Software — the brains behind *Super Tetris 2* (** see preview on p.16) — is presently working on the SFC version of *Yoshi's Cookies*. Essentially identical to Nintendo's FC and Game Boy versions, the 16-bit title will add the option of playing against the computer in two-player mode.

A BPS spokesman also hinted at a puzzle mode in which the aim is to clear a filled cookie sheet within a set number of moves.

BPS is also at work on other intriguing titles including *Go*, a traditional Japanese board game, and a 3D race sim which will use Nintendo's much talked about Super FX co-processor chip.



WIRED!

'Do you think Nintendo developers should dump the NES and concentrate on the SNES?'

In the year since its official release the UK SNES has taken the country by storm. Over 700,000 UK machines were sold in 1992 and thousands more American and Japanese consoles have been imported.

Because the SNES has been available overseas for years there are now loads of American and Japanese games available, but UK games are still quite scarce. This means new official UK SNES games are more expensive than grey imports — and they appear months after the Jap and USA import versions!

If developers stopped making NES games they could concentrate their efforts on quality UK SNES software.

On the other hand, there are 860,000 NES machines in the UK and 8-bit owners still want new software. Despite inferior graphics, NES games such as the *Super Mario Bros* series have much better gameplay than many SNES games.

With the invention of the Super Deck — which allows use of NES games on the SNES — many NES owners will upgrade their consoles. If developers stopped making the NES hundreds of thousands of game fiends would be robbed of new software.

So what do YOU think? Are the days of the nes numbered? Pick up the phone and let us know your views.

YOU'VE READ BOTH SIDES OF THE STORY SHOULD THE NES BE DUMPED?

YES: 0839 007 88 0

NO: 0839 007 88 4

Calls cost less than 10p and remember to ask the person who pays the bill before dialling.


Tina Turner
Michael Bolton




Gloria Estefan
Erasure
INXS

£1000 LISTENER REWARD

Every month we give away £1000 cash – and you could be the lucky winner!

Just send in your name and address on the form below, then tune into Charlie Wolf at 7.10 am on the first Monday of every month. That's when Charlie draws the £1000 cash prize – it couldn't be easier!


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Annie Lennox
Genesis
Elton John

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(block capitals please)

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Phone No: ______________________

Sex: M ☐ F ☐

Please tick if you are under 18 ☐

From time to time we may make your name and address available to other reputable companies in whose products or services we feel you will be interested. If you do not wish to receive such information, please tick this box. ☐

C93

WE PLAY MORE MUSIC

During the past 3 years we have worked hard to play the music you want to hear most. Help us to continue to play the best music for you, just tell us what you think of the songs below.

Complete list using scale **Rating**

LIKE THE SONG		1
DON'T LIKE THE SONG		2
DON'T KNOW THE SONG		3
SHAKESPEARS SISTER	STAY	
LIONEL RICHIE	MY DESTINY	
BANGLES	ETERNAL FLAME	
RICHARD MARX	HAZARD	
BELINDA CARLISLE	HEAVEN IS A PLACE ON EARTH	
WET WET WET	GOODNIGHT GIRL	
POLICE	EVERY BREATH YOU TAKE	
ANNIE LENNOX	WALKING ON BROKEN GLASS	
U2	I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR	
MADONNA	LIKE A PRAYER	
SNAP	RHYTHM IS A DANCER	
PAUL YOUNG	LOVE OF THE COMMON PEOPLE	
CHER	SHOOP SHOOP SONG	
KWS	PLEASE DON'T GO	
DIRE STRAITS	WALK OF LIFE	
TAMMY WYNETTE/KLF	JUSTIFIED AND ANCIENT	
HUMAN LEAGUE	DON'T YOU WANT ME	
JON SECADA	JUST ANOTHER DAY	
SIMPLY RED	SOMETHING GOT ME STARTED	
ALISON MOYET	ALL CRIED OUT	
ROBERT PALMER	ADDICTED TO LOVE	
ROY ORBISON	I DROVE ALL NIGHT	
UB40	RED RED WINE	
BRYAN ADAMS	EVERYTHING I DO	
REM	LOSING MY RELIGION	
QUEEN	BOHEMIAN RHAPSODY	
SEAL	KILLER	
GEORGE MICHAEL/ELTON JOHN	DON'T LET THE SUN GO DOWN ON ME	
SIMPLY RED	IF YOU DON'T KNOW ME BY NOW	
PHIL COLLINS	ANOTHER DAY IN PARADISE	
EURYTHMICS	SWEET DREAMS	
TEARS FOR FEARS	EVERYBODY WANTS TO RULE THE WORLD	
GENESIS	INVISIBLE TOUCH	
MICHAEL JACKSON	BLACK OR WHITE	
ERASURE	TAKE A CHANCE ON ME	
LISA STANSFIELD	CHANGE	
MICHAEL BOLTON	LOVE IS A WONDERFUL THING	
DEACON BLUE	REAL GONE KID	
HEART	ALONE	
ELTON JOHN	SACRIFICE	
INXS	NEED YOU TONIGHT	
TINA TURNER	THE BEST	

INDICATE BELOW ANY OTHER SONG YOU THINK SHOULD BE INCLUDED IN THIS LIST:-

RANT!

THIS NEW REGULAR SECTION ALLOWS YOU TO LET OFF STEAM BY SAYING WHAT YOU REALLY THINK ABOUT ANYTHING RELATED TO THE NINTENDO SCENE! IF YOU HAVE AN OPINION TO AIR WE WOULD LOVE TO HEAR FROM YOU. SEND YOUR RANTS TO N-FORCE, EUROPRESS IMPACT, TEMESIDE, LUDLOW, SY8 1JW

To give you an idea of how to RANT! properly our very own judge and jury — Carl 'libel' Rowley offers a few choice thoughts about the self-appointed spokesman for '90s youth culture — Dominik Diamond.

The increase in popularity of video games has gone hand in hand with the rise of certain Scotsman's career. Twelve months ago no-one had heard of him — now he's the associate producer of *Gamesmaster* and the voice of a generation of games players, but who the heck does Dominik Diamond think he is?

As he fawns and slobbers over the camera, while presenting his weekly dose of drivel to an audience who have never done him any harm, I often wonder why Dominik Diamond wears those ridiculous glasses? Is it to show the public his complete lack of fashion sense — his wardrobe does that very nicely — or just so he can read the trash they call a script?

His high-pitched, nerve-jangling, motor-mouth style may help him bluff his way through his endless mistakes but when the action gets heated he talks such utter incomprehensible nonsense he makes Rab C. Nesbitt sound like Lord Snooty!

And when you *finally* make out what he's saying you realise it's only another of his endless supply of stomach-churning double entendres (oo-er missus!) — Finbar Saunders would be proud!

It's the *Gamesmaster* audience I feel sorry for — they must have been pretty evil in previous life to have to suffer that smoke-filled garbage!

Is this the image of video games we want portrayed? Do you want your hobby to be associated with a blazered buffoon who believes perverse, below-the-navel humour is the way to inform the public of the marvels of modern technology that are video games?

And what about the man himself? Is he a typical games fiend — I think not! Can you imagine him staying up all night to complete *Zelda* or *Street Fighter II* — he'd probably be too scared of getting his suit creased. When was the last time he was at the arcade pumping his pound coins in like the rest of us — too busy at some celebrity function no doubt!



When he does speak out his comments are often rash, '...console games are going to become tragically unhip after six months' (*i-D* January 1993). So what's Dominik going to do when games go out of fashion — get a job on BBC daytime TV?

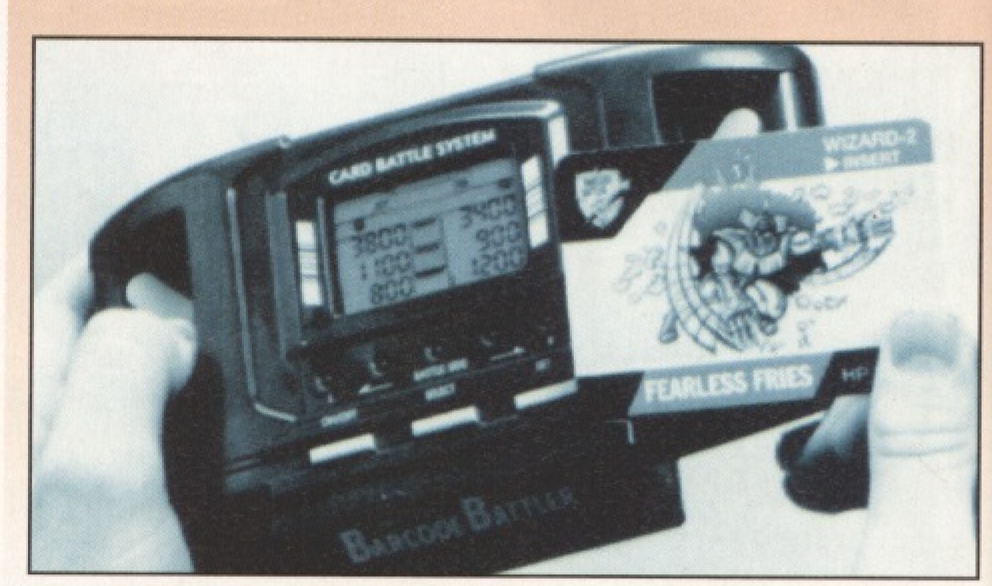
While video games are in the spotlight, Dominik Diamond has a great opportunity through his *Smash Hits* column and *Gamesmaster* TV show to make people more aware of the positive aspects of video games and games players. Instead he uses smut and tacky innuendo — can you respect a man who's favourite line is, 'Oooooh! Well, would you believe it?'

If you're reading this Mr 'Diamond' — if that is your real name — we await your reply. This column — although not nearly as big and purple as your own — is yours to respond.



MADE IN JAPAN

Create a game by scanning any barcode That's the idea of Tomy's Barcode Battler and now Nintendo are in on the act...



No holds barred: The Barcode Battler is a stand-alone unit which can read barcodes from everyday items and convert them into points in it's weird games.

Outlan

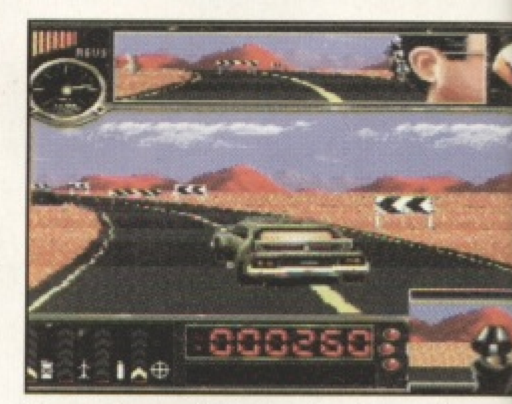
SNES
Producer: Mindscape
Available: May
Status: UK release

Out in May on the SNES is the high-speed chase and beat-'em-up game — *Outlander* — from Mindscape. The game has more than a passing resemblance to the cult movie starring Mel Gibson — *Mad Max*.

The action is non-stop with each level full of exploding motorcycles and bullets flying in every direction — there are also some beat-'em-up sequences adding extra variety to gameplay.

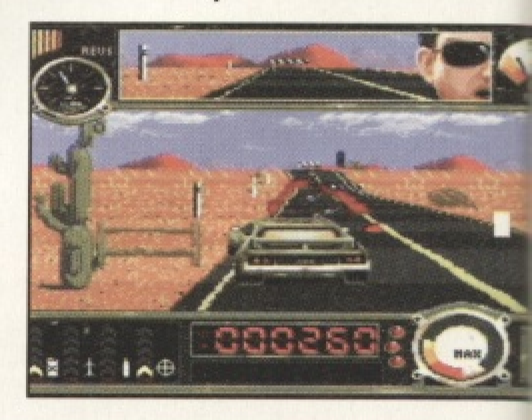
The chase sequences aren't in Mode 7 (boo!) but there are loads of bikers to dodge and with the fast rock soundtrack blaring, the game really livens up!

Mindscape are just putting the finishing touches to the game and because they like N-FORCE so much they've promised us a full review for next issue — so check out these stunning screen shots and make sure you reserve your copy of the new look N-FORCE!



Vroom! Be careful, those bends can be nasty! Check out the rear-view mirror — my, what big ears you've got!

It's enough to erm... drive you mad! Don't ya just hate it when you get stuck behind a Sunday driver?



behind bars



No SNES CD-ROM kids, but you can read barcodes now with your Game Boy. Jeez aren't Nintendo on the pulse!

The latest craze sweeping Japan is Tomy's new Barcode Battler. Because of the digitally-encoded information contained in the barcode on the packaging of almost all goods, this seemingly harmless device has the power to turn your local supermarket into a war zone .

Basically a smart barcode reader, it converts any barcode into a set of stats — attack, defence and life force — you can then take on anyone else with a Battler — one brand of noodles had a barcode that produced such awesome stats that it sold out for weeks!

It may sound like a wind up but over 880,000 Battlers were sold in the first half of last year in Japan and the smart device is due for release in the UK this Spring!

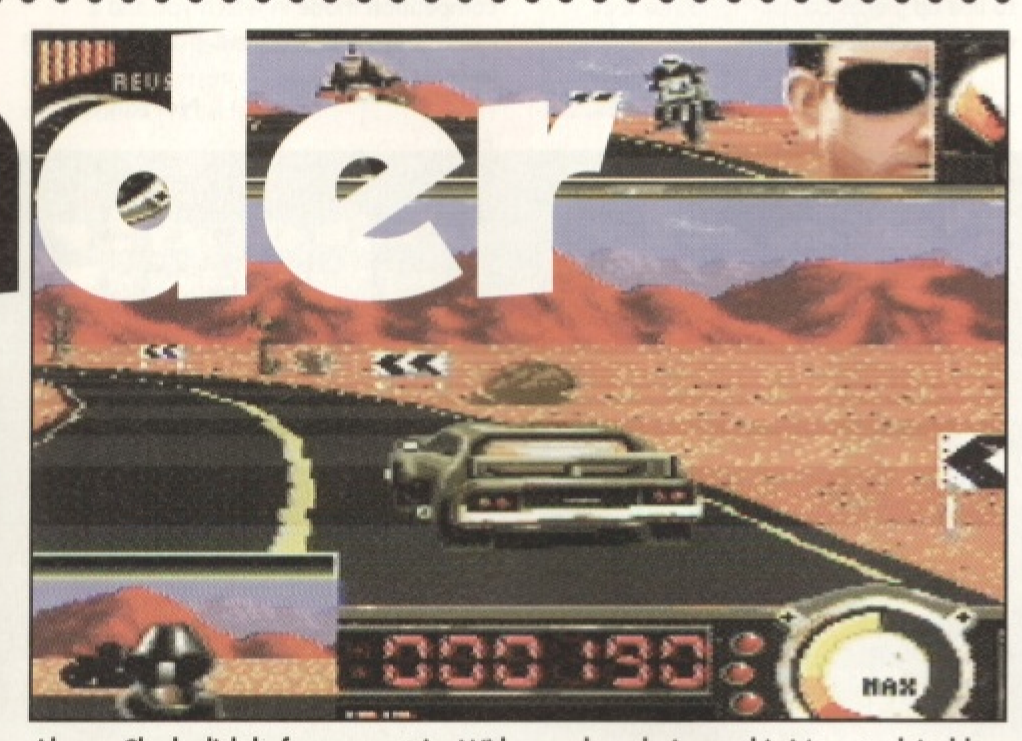
Not to be out done, Nintendo has announced it's rival device the Barcode Boy — an add-on for the Game Boy also due on sale in the near future.

Grab next month's issue of N-FORCE for an in-depth feature on these amazing bits of kit from our man in Japan.

Norton Kai



This barcode has been specially produced for N-FORCE. It gives infinite lives in all 15 of the first batch of Barcode Boy titles!



Above: Clunk-click before every trip. With speeds as hairy as this it's not advisable to drive with the windows or sunroof open. The chap below is just trying to explain to a law enforcement officer just why he was taking a bend at 190...



LONG SHOTS

Take a peek at some SNES games currently being developed in Japan — they're a long way off these shores but are well worth looking out for!



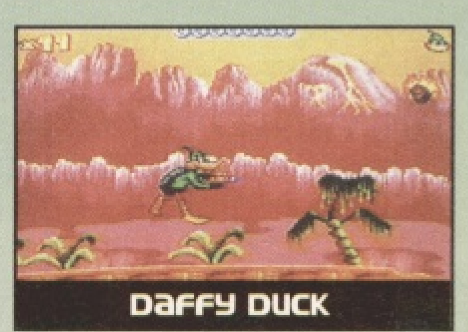
AERO THE ACROBAT



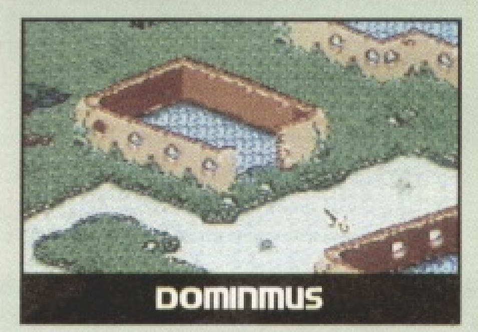
BATTLE CARS



BATTLE CLASH



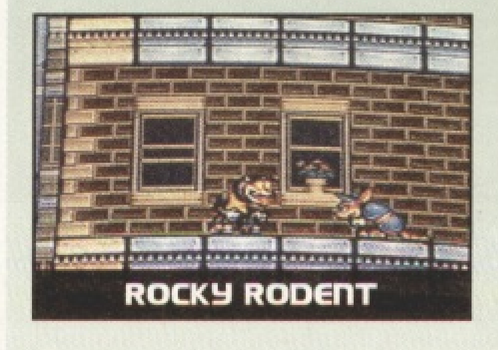
DAFFY DUCK



DOMINMUS



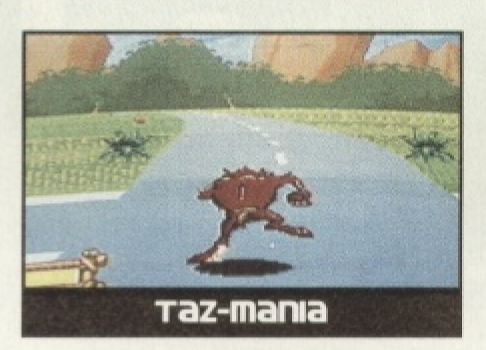
JAGUAR XJ220



ROCKY RODENT



SPELL CRAFT



TAZ-MANIA



STREET COMBAT

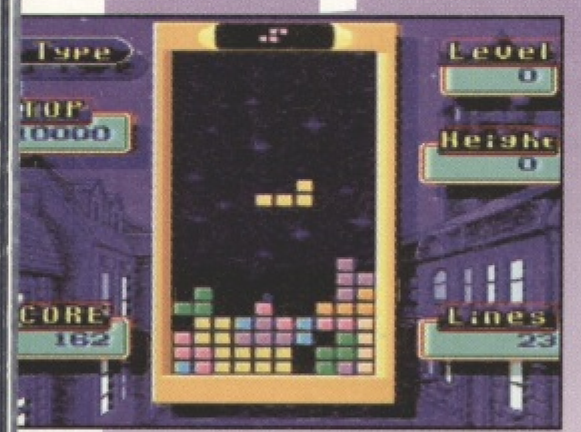


SUPER CONFLICT



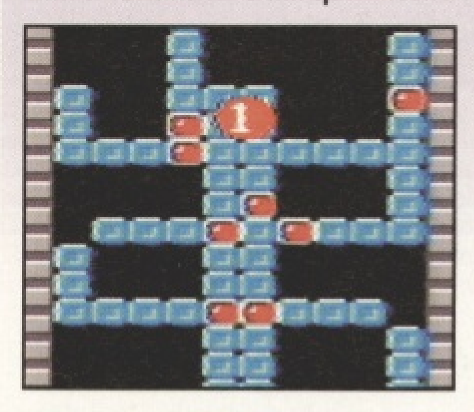
SUPER GODZILLA

Super Tetris 2 + Bombliss



This is your bog-standard A-type model *Tetris* game.

Bombliss lends another spin to the *Tetris* theme — the object is to clear every block by forming a row of red 'mines' which then blow-up.



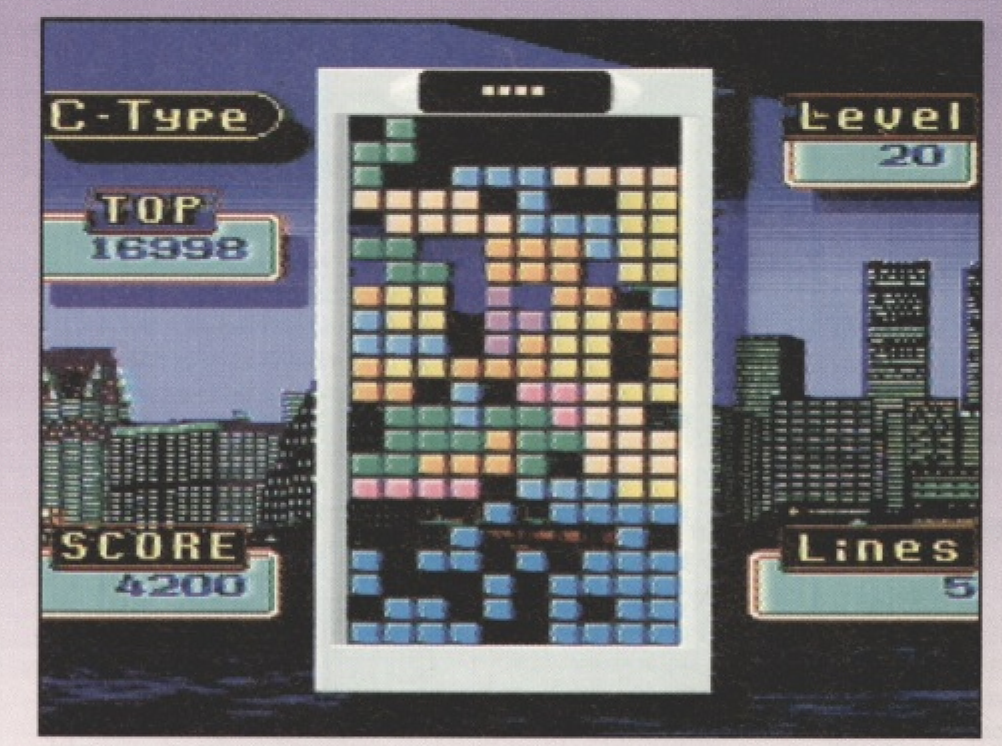
SFC
Producer: Bullet-Proof Software
Available: Now
Status: Import only



Tetris, the forefather of all action puzzle games is finally out on the Super Famicom (SNES). As the original *Tetris* came bundled with the Game Boy, it's doubtful whether any gamer is unfamiliar with this classic title.

Tetris on the SFC isn't all that different from the FC (NES) version launched at the end of '91. There are three single-player modes: one gets progressively faster without end; another ends after clearing a set number of lines; and the final game adds almost full rows of blocks from the bottom up as time progresses.

The big difference is the speed — the FC game topped out at Level 29. On the SFC version, there are close to ten more speed levels. At the highest speed, pieces literally drop straight down and fill the game screen in a matter of milliseconds.



The C-type game adds a whole new twist to the *Tetris* concept. You have to contend with falling blocks from the top and rising ones from the bottom!

Bombliss is the game coupled with *Tetris 2*. Again, the object is to move falling objects into place — but the difference is to line up pieces containing bombs that explode when rows are completed.

There are two game styles — puzzle and contest. The puzzle mode features 150 puzzles, so you're assured of plenty of explosive fun. New to the SFC version is the addition of two-player competition mode in which you and a mate can go head-to-head in a bomb-bursting frenzy.

Norton Kai

BUZZ!

Taking a sideways look at Nintendo culture in the '90s

Take That!

To commemorate the recent TAKE THAT TAKEOVER of Big Breakfast's Master Blaster we've got an EXCLUSIVE script from programme 100 of the show signed by all five members of TAKE THAT! (Err.. Wow!)

What on earth have Take That got to do with Nintendo games you might ask?

Easy! They presented the ace Master Blaster bits of The Big Breakfast for a whole week last month.

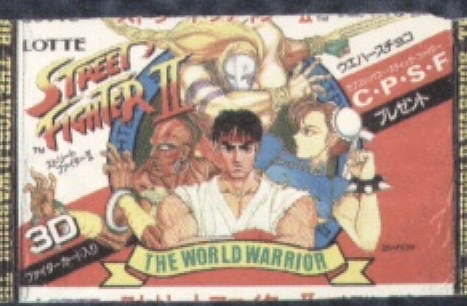
While they were on-set, our mates Zig and Zag got them to sign a script from the one hundredth show.

If you want to win it, just anwer this easy question: **HOW MANY MEMBERS ARE THERE IN TAKE THAT?** The first correct entry out of the sack gets the script & a copy of *Take That and Party!* on CD and Video. Four runners up will get CDs and Videos thanks to our friends at **OUR PRICE** records.

Send entries and fan mail to: Gimmie That!, N-FORCE, Europress Impact, Temeside, Ludlow, SY8 1JW



Snack attack



The Japanese are famous for their business sense, so it's no surprise that all sorts of Oriental companies have taken note of the commercial value of *Street Fighter II* and released licenced products.

So far there have been all imaginable kinds of stationary, toys, books — even confectionery including gum and chocolates!

The latest mouth-watering offering is a wafer with chocolate filling which features a 3D action sticker. We can't tell you what it tastes like though — Nick ate it an about two seconds flat!

Street sounds



Street Fighter II merchandise is all the rage in Japan — game fiends have been going crazy over a video and laser disk showing all the characters' special moves and a CD featuring the game's music took the charts by storm!

The two latest *Street Fighter* releases are CDs with character dramatizations and songs written specifically for the twelve world warriors.

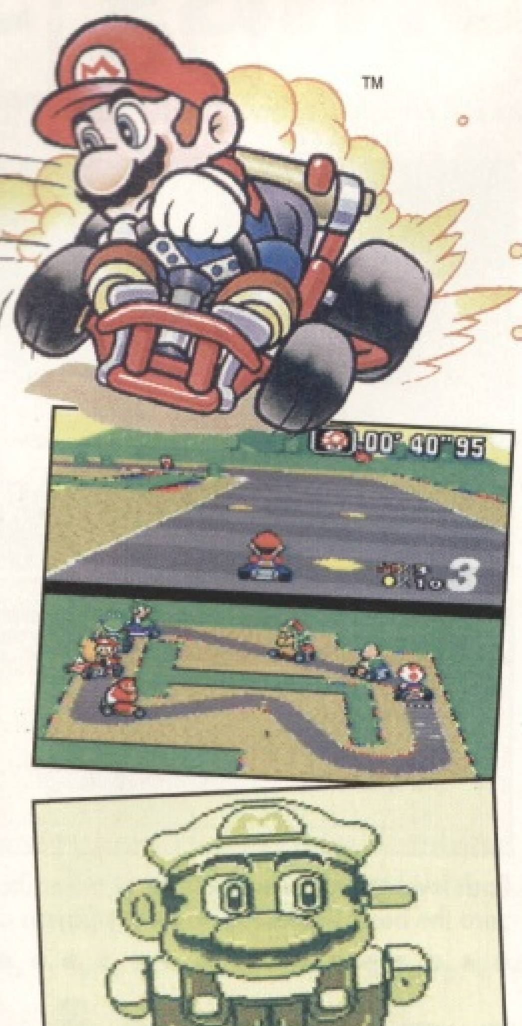
The Japanese 'stars' behind the characters include no-talent manufactured pop idols, a pro wrestler and other forms of useless human garbage — it's atrocious, brutal and hideous but it's selling by the hundreds!



Norton Kai

Mario madness

Everyone's favourite Italian plumber is in so many games, he's got his own chart !



Fed up to the eyeballs with chart info? Well here's one more installment that you dare not miss, so prop open those peepers for the official Nintendo Mario top ten best sellers in the UK.

1. Super Mario Land 2 — GB
2. Super Mario Land — GB
3. Super Mario Land 3 — NES
4. Super Mario Kart — SNES
5. Super Mario World — SNES
6. Super Mario Bros 2 — NES
7. Mario & Yoshi — GB
8. Dr Mario — GB
9. Dr Mario — NES
10. Mario & Yoshi — NES

Stay tuned for next month's update on the little guy's progress — after all the competition is real hard!

Lethal Weapon

NES & GB
Producer: Ocean
Available: May
Status: UK release

Hot onto the NES and Game Boy is the all-action platform adventure *Lethal Weapon 3*. Already a hit on the SNES, the game uses strands of the plot from all three *Lethal Weapon* movies.

There's loads of bad guys to kill, power-ups to collect and hostages to rescue plus great stills from the movie. So if you crave action this game is ideal.



Joe & Mac

Coming soon to a Game Boy near you is that hilarious Neanderthal duo from the SNES — *Joe & Mac*.



GB
Producer: Elite
Available: May
Status: UK release

This handheld version is jam-packed with platform-based fun 'n' frolics. Throughout each level you'll have to fight huge dinosaurs, mean cavemen and two-million-year-old dudes out to club you to death! Watch this space for more info!

Mega board

The Japanese console mags are going crazy over a *Mega Man* board game featuring the characters from the stonkingly-popular series of NES games.

The game has been released to promote the latest *Mega Man* adventure — out now on the NES — and about to hit the Game Boy. There's good news for SNES owners too — there are rumours of a 16-bit conversion in the very near future. Watch this space for more details.

Win one!

To get your grubby mitts on one of these potentially chart-topping *Street Fighter II* CDs, all you have to do is answer this simple question:

What's the name of the blonde-haired guy in the game who wears red pyjamas?

Send your answers to SAD SFII CD COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.



Who frung wing?

Modeling the latest in Mario Beach wear is our Japanese correspondent Norton Kai. He's just realised he doesn't live anywhere near the sea.

Quest for info

For further information on Laser Quest sites, competitions and general chit-chat, phone Laser Quest UK Ltd on (061) 228 2235

Have a mega blast with N-FORCE and Laser Quest

Heard about Laser Tag? — It's a sort of high-tech version of paintballing which is taking the nation by storm. If you want to find out more about it check out the feature on page 24 of this issue. After you've done that, come back here and enter this competition to win some great Laser Quest gear Here's what's up for grabs:

- 25 limited edition Laser Quest T-shirts, worn only by the creme-de-la-creme of the laser battle world (!)
- 25 free one year memberships to Laser Quest for use at your nearest LQ site (giving you discount entry for a full 12 months)

To win all you have to do is apply yourself to th following two questions. The first 25 correct answers will get kitted out with the gear!

1. What kind of weapon do you use in laser Quest?
(a) Water pistol **(b) Laser gun** (c) Pencil sharpner

2. What's your name and address?

Send your entries to IF I GET THIS WRONG THERE IS NO HOPE FOR ME COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Don't forget the editor's decision is final because we can't find him. Seriously though, Laser Quest is really good fun! Enter the competition and you could enter a new dimension in interative gaming.



Kirby's Dreamland

Nintendo was a big winner in the Japanese Game Boy charts last year — at one point, they filled the top seven places! One of their top GB titles was *Kirby's Dreamland*, which has so far sold almost a million copies in Japan.

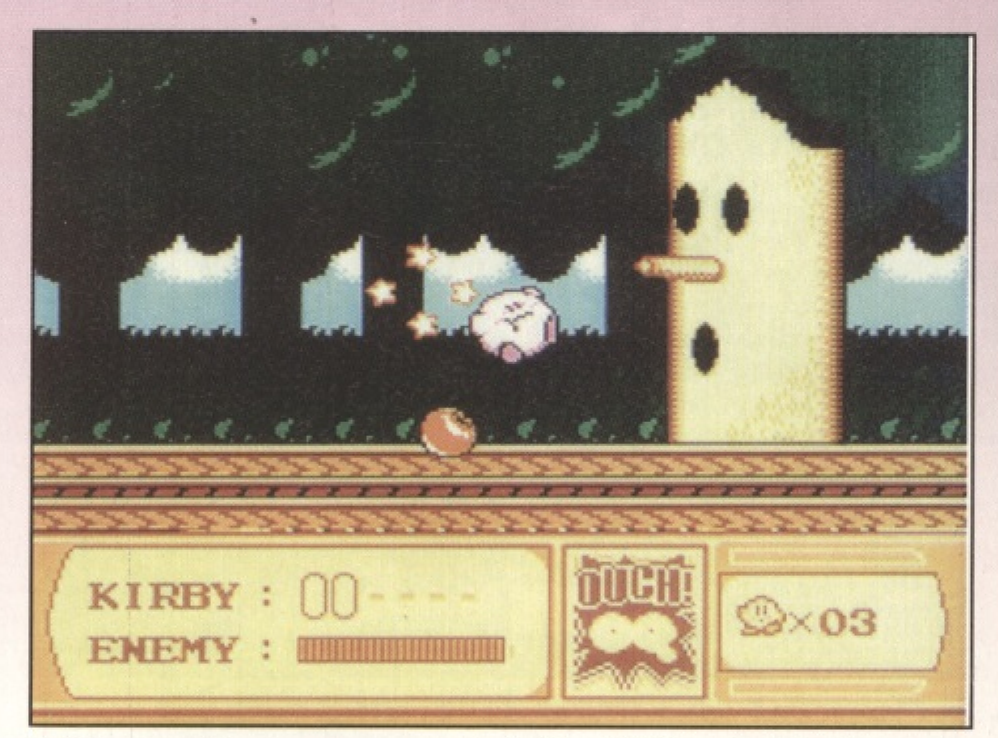
Kirby's now set to make his full-colour debut on the NES. Just like in his Game Boy platform adventure, Kirby swallows enemies and spits them out in a similiar style to Yoshi in *Super Mario World* — what's more, Kirby can assume the various attack modes of swallowed enemies.

Beside the eight stages of platform action, there are three bonus stages where Kirby can score extra lives.

Make no mistake this is going to be a great platform adventure with loads of cute 'n colourful graphics, so make sure all you 8-bit game fiends watch this space for all full report next issue!

Famicom
Producer: Nintendo
Available: March
Status: Japanese import

This guy is just one of the enemies Kirby encounters on his adventure. Check out the colourful graphics — this game is taking the US NES scene by storm!



Each level guardian has an energy meter (bottom left of panel). When it reaches zero the boss is defeated and Kirby passes onto the next level.

Cool World

NES & GB
Producer: Ocean
Available: May
Status: UK release

It's the turn of the NES to relive the crazy world of Jack Deeb — an ex-con who dreams up a cartoon world which turns out to be more real than he thinks.

Cool World is a platform game with plenty of surprises. As pianos fall from open windows and buildings crumble, Jack Deeb wanders around *Cool World* beating up muggers and getting emotionally involved with a Kim Basinger-inspired cartoon beauty — Holli Would.

Cool World on the Game Boy is virtually identical to the 8-bit version — it'll be interesting to see what the gorgeous Holli Would looks like on a small screen!

Watch out for this surreal epic, coming soon to an N-FORCE near you!

Super sequel

LucasArts Games and JVC have announced that the sequel to the SNES smash *Super Star Wars* is in development and a provisional release date (Summer '93) has been set. *Super Empire Strikes Back* will follow the plot of the film closely and will feature many of the same options that have made *Super Star Wars* so popular.

You get the choice of playing either Luke, Han and Chewbacca as they search for Yoda to learn more of the 'force' — there's plenty of storm-trooper and bounty-hunter blasting along the way!

The adventure ranges over 12 levels of left-right scrolling and features 3D, Mode 7 flying and view-from-above action.

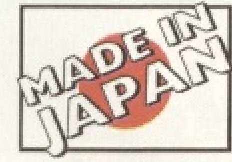
If this game is anywhere near as good as its predecessor — *Super Star Wars* — it will be THE game for the summer.

Full force!



N-FORCE now has more game reviews than ever before — mostly thanks to our new *FULL FORCE* section which debuts on page 76 of this issue. A lot of the research and hard work was done by Ashley Newnes — who was with the team for a fortnight's work experience. Check it out — we're sure you'll agree all Ashley's hard work has been well worthwhile.

Mario FM



At the end of January, Nintendo announced it was stepping in to help a struggling digital broadcast satellite radio station. The station — known by the nickname St. Giga — was the first (and only) to offer subscription-based pay digital radio broadcasts in Japan.

It is believed Nintendo will use St. Giga's digital data transmission capabilities for distributing home video game software to retailers through satellite hook-up.

If this is the case, it appears likely Nintendo will have to develop new hardware for storing games distributed by satellite. Could this mean a floppy disk drive system for the Super Famicom is in the works? Stay tuned.

Norton Kai

Ideal entertainment

This month sees vast numbers of the public making the annual pilgrimage to view all that's new for the home at the 70th Ideal Home Exhibition. Held this year at Earls Court it now has an added attraction for all you game fiends — The Ideal Electronic Games Show.

This new event will run alongside the exhibition in Earls Court 2 between 25-28 March 1993.

Exhibitors will include Complete Entertainment, Active Enterprises and Acorn and with masses of new games for your console on display, can you afford to miss it?

Open from 10am to 8pm admission is £7.00 for adults and £4.00 for children and OAPs.

WIN, WIN, WIN

Thanks to the organisers we've got 20 tickets to give away! So if you want to go to one of the best shows of the year for FREE all you have to do is put your name and address on a postcard and send it to GIMME THE TICKET COMPO, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Entries MUST be in by March 19 and the first 20 win. So get them in the post!

Name game



A question often asked by our readers is, 'What does Nintendo mean?' Directly translated it stands for 'the house-where-you-leave-it-up-to-the-heavens' — in other words a casino — which is a name perfectly suited to a company that is the dominant manufacturer of traditional and western playing cards in Japan. Out of interest, Sega takes its name from '**SE**rvice and **GA**mes', reflecting its arcade roots, and not any obscure Japanese phrase.

The Adventures of B.O.B.

SNES
Producer: Electronic Arts
Available: May
Status: UK release

Life ain't easy when you're a teenage android. Adults are against you, rust spots and to cap it all while on your way to visit your android blind date an inconsiderate asteroid smashes into your space ship — or rather your dad's space ship! The poor sod going through this teenage nightmare is B.O.B. — the star of the new Electronic Arts game *The Adventures of B.O.B.*

B.O.B.'s aim is to find a new space mobile so that he can keep his blind date — but time's against him and so is everything else. The action is typical horizontal-scrolling blast- and collect-'em-up but that's about all that's typical. Featuring 47 exciting colour-filled levels this is going to be one of Spring's best games.

and finally...

The end is now!

The latest Nintendo-related single — *Will You Ever Reach The End* by High Score Warrior — is set to take the charts by storm. You may not recognise the name but you'll certainly know the rave-style track from the hit Super Nintendo advert featuring the *Terminator*-style character.

The CD single is released by Rapid 9547 Ltd and will be available from March 29th — can't wait to see the video!

Dizzy heights

Codemasters storm the NES charts, with *The Fantastic Adventures of Dizzy* hitting the number one spot and *Micro Machines* zooming up to number three.

The independently-produced games have beaten such well-known titles as *Lemmings, Super Mario Bros 2* and *Home Alone 2*. Absolutely brilliant guys!



Prehistoric Ocean

Steven Spielberg's latest film, *Jurassic Park*, is tipped to be this summer's block-buster. This special FX extravaganza stars Jeff Goldblum, Sam Neil, Laura Dern and Richard Attenborough.

It's set in and around a billion-dollar dinosaur theme park where the exhibits are DNA reconstructions of the Earth's original inhabitants — needless to say it all goes horribly wrong.

The good news for all game players is that Ocean have snapped up the licence for all Nintendo formats. More news as we get it.

Little scope



Battle Clash — a robotic shooter for the Super Scope gun — was another big draw at the CES show, but it's unlikely it will ever reach the Far East. When asked if the Super Scope was ever going to be launched in Japan, a Nintendo spokesman replied, 'The Japanese will probably get bored of it (the Super Scope) quickly'.

Not surprising really — an average Japanese living room is 10-by-12 feet, so in effect a Japanese gamester will be blasting away at a 14-inch set from six feet away — hardly much fun!

CHART ATTACK!



Here they are — the hits on three continents live and direct from the people who really count.

Space limitations have forced us to drop the reader charts. If enough people shout loud and clear we'll start a new section.

UK CHART

	SNES		NES		GB
1 ▼	Super Mario Kart	1 ▼	Kung Fu	1 ▼	Super Mario Land 2
2 ▲	Street Fighter II	2 ▲	Home Alone 2	2 ▲	WWF Superstars 2
3 *NE*	Barts Nightmare	3 *NE*	Lemmings	3 *NE*	Star Wars
4 ▼	Zelda 3	4 ▼	Hyper Soccer	4 ▼	Home Alone 2
5 ▲	Super Mario World	5 ▲	Super Mario 3	5 ▲	Ferrari
6 —	Caveman Ninja	6 ▲	Super Mario 2	6 —	Kirby's Dreamland
7 ▼	Dragons Lair	7 ▼	WWF Steel Cage	7 ▼	Mario and Yoshi
8 ▲	Spiderman/Xman	8 ▲	Kickible Cubicle	8 ▲	Super Hunchback
9 *NE*	Axelay	9 *NE*	Tiny Toons	9 *NE*	Dr. Franken
10 —	Super WWF	10 —	Rescue Rangers	10 —	Bart vs Juggernaut





JAPANESE CHART

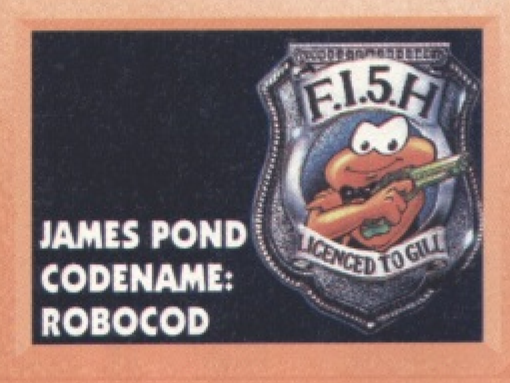
	SFC		Famicom		GB
1 ▲	Final Fantasy V	1 —	Megaman 5	1 ▲	Super Mario Land 2
2 ▼	Super Mario Kart	2 ▲	Yoshi's Cookies	2 ▼	Yoshi's Cookies
3 —	Ranma 1/2	3 ▲	Super Mario 2	3 ▲	Megaman World 3
4 ▼	Fire Pro Wrestling 2	4 ▲	Wagyan Land 3	4 ▼	Kirby's Dreamland
5 ▼	Hanjuku Hero	5 ▲	Super Mario Bros 3	5 ▲	Super Mario Land
6 ▲	NBA Basketball	6 ▲	Final Fantasy 3	6 ▲	Bonk
7 ▼	Tetris 2 + Bombliss	7 ▲	Best PLay Baseball	7 ▲	Yoshi
8 ▲	Streetfighter II	8 ▼	Dr. Mario	8 ▲	Tetris
9 ▲	Dragon Quest V	9 ▲	Knight Gundam 3	9 ▲	Mickey's Chase
10 ▲	Valken	10 ▲	Tetris 2 + Bombliss	10 ▲	Last Bible






AMERICAN CHART

	SNES		NES		GB
1 ▲	John Maddens '93	1 —	Tecmo Super Bowl	1 ▲	Super Mario Land 2
2 ▼	Streetfighter II	2 ▲	Dragon Warrior 4	2 ▼	Kirby's Dreamland
3 —	Mario Paint	3 ▲	Super Mario Bros 3	3 ▲	Yoshi
4 ▼	Super Mario Kart	4 ▲	Tetris	4 ▼	Super Mario Land
5 ▼	NCAA Basketball	5 ▲	TMNT: Man. Proj	5 ▲	The Simpsons 2
6 ▲	Mystic Quest	6 ▲	Super Mario Bros 2	6 ▲	Play Action F/ball
7 ▼	Soul Blazer	7 ▲	Black Bass Fishing	7 ▲	Super Off Road
8 ▲	Wings 2	8 ▼	Monopoly	8 ▲	Looney Toons
9 ▲	Hook	9 ▲	Ferrari GP Chall.	9 ▲	Home Alone 2
10 ▲	Amazing Tennis	10 ▲	WWF Steel Cage	10 ▲	Barbie



JAMES POND CODENAME: ROBOCOD

PLATFORM

SNES PREVIEW

PROGRESS REPORT

Producer: .... Ocean
Supplier: .... Ocean
061 83 26633
Price: .... £44.99 Approx.
Status: .... SUMMER 1993

OPTIONS

Players: 1
Continues: .... TBA
Skill levels: .... None
Extras: .... None

SNEAKY PEEKS...

ROB *Stunning graphics and hilarious level bosses — I can't wait for the finished version!*

NICK *Everyone knows I just love cute platform games — this is absolutely brilliant!*

CHIKE *I loved the Mega Drive version but this is even better— I'm hooked!*

JAMES POND C ROBO

There's something fishy going on! Santa's been kidnapped by the evil Dr Maybe — this sounds like a job for Pond, James Pond! The underwater agent with a licence to gill accepts his first SNES mission...



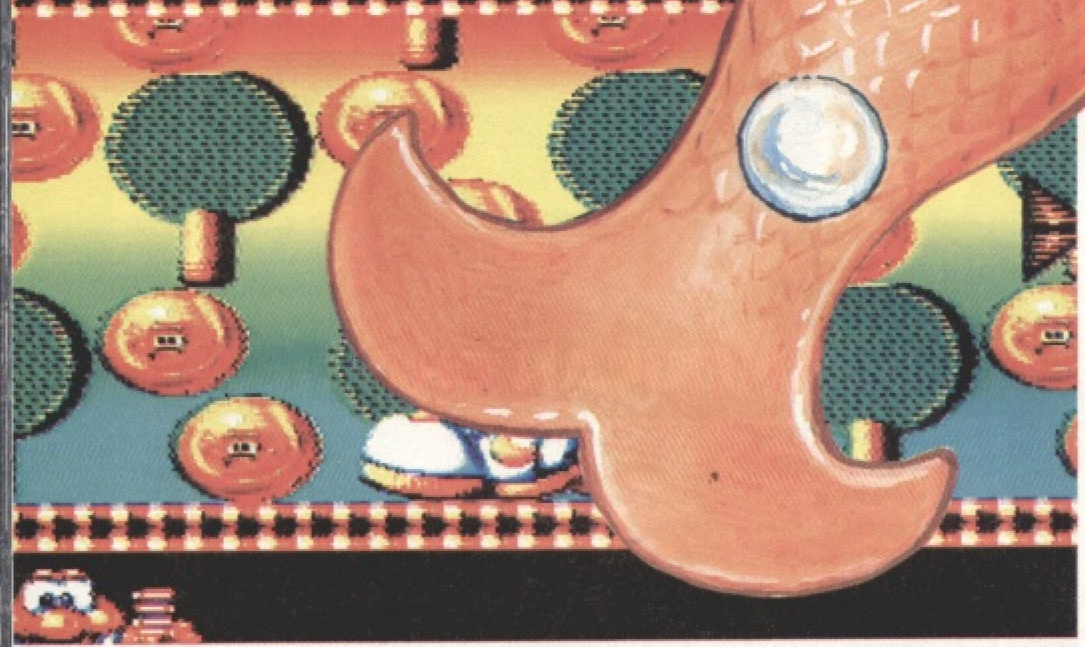
The girls just can't resist a fish in uniform! James uses his secret agent charm to impress this love-hungry doll!

I t was a cold, winter's day at Santa's castle. Christmas was approaching and the penguins — Santa had sacked all the elves after a bitter strike over working conditions — were busy cutting, banging and painting in the toy factory — and the penguins would have finished the toys in time for Christmas if the evil Dr Maybe hadn't stopped them.

The ruthless rogue couldn't stand the thought of another Christmas without presents so he kidnapped Santa and put the toys under an evil spell — what a nasty man! Who can save the day now? Enter James Pond: Robocod and his amazing extendible neck!

This popular platform game has a multitude of levels, each with its own theme and giant boss. Toys are scattered all over the colour-drenched backgrounds — Level One is packed

Below: The teddy level is stunning — James hides in the busy background.



The most striking feature of *James Pond* is the cute and colourful backgrounds. Each level has a theme reflected in the graphics — this tricky stage is filled with table-tennis bats and balls! When you play *Robocod*, there's always time for fun and games!

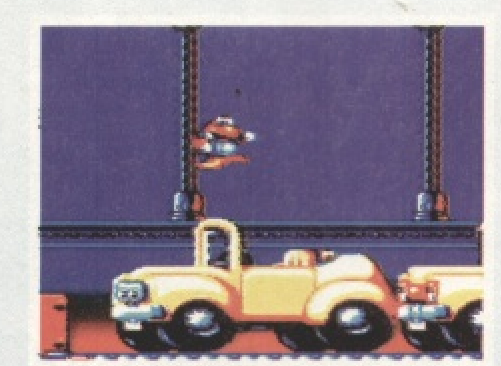


CODENAME: ROBOCOD

with teddy bears of all shapes and sizes!

Mechanical mission

Robocod's objective is to rescue all the captured penguins, collect the bonuses and power-ups, deal with the giant level guardians and find the exit — phew! This is a tough mission for a defenceless fish so a top-secret organisation — FI5H — has equipped James with a special Robosuit allowing him to breath out of water.



Watch out for the little guys lurking in the back seat of the cars. James spots this one in time and jumps on his head.

BOSSY BOOTS

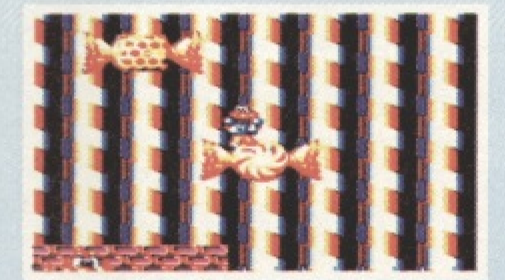
No platform extravaganza is complete without end-of-level bosses and *Robocod* has some of the weirdest yet!

The villains follow level themes — most are giant toys with an evil streak! These include: a giant teddy bear with spikes attached to his bum; a mutant Volkswagon Beetle; two huge ballet dancers; manic snowmen and the Queen of Hearts!

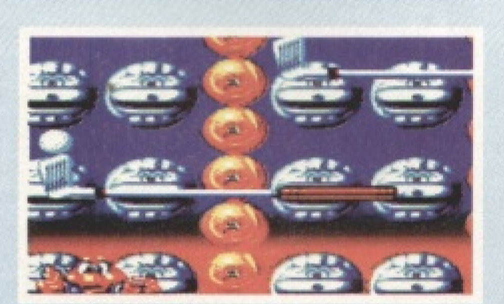
Defeat these baddies by bouncing on their heads. Most boss screens have platforms to climb on or dive off — you can give an extra-hard knock by pulling Robocod's head into his armour!

Armed to the gills

Robocod's armour is really useful but there are other special objects hidden throughout the game — go motoring in a chunky car, take to the skies in a bi-plane and fly through a bubble-filled level by grabbing a shower cap! All the vehicles act as battering rams killing enemies on contact. There are also hidden angel wings taking James into the heavens.

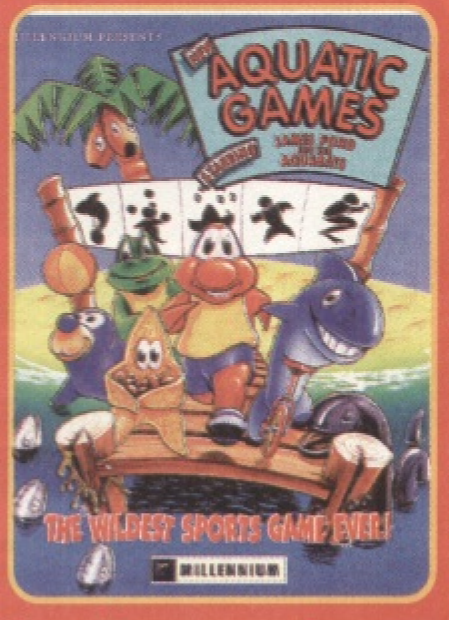


Yum, yum! James uses these scrummy sweets as a platform to hidden goodies!



Fore! This is the sports section of Santa's castle — game of golf anyone?

A FISHY TALE



This is James Pond's first appearance on the SNES but he's been on other formats for years. He started life on the Commodore Amiga in the original *James Pond* game.

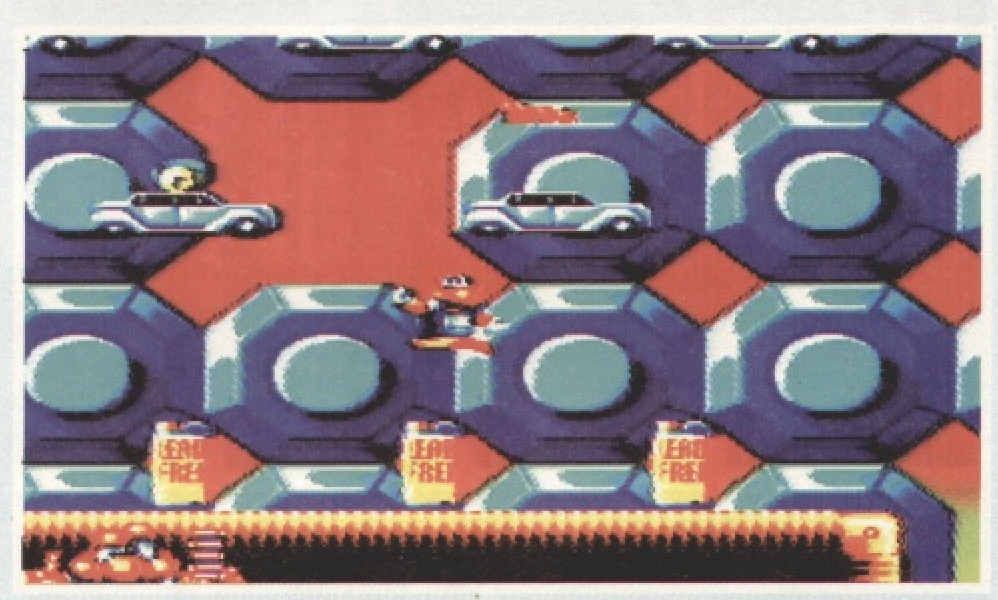
Set entirely underwater, James' mission was to dispose of nuclear waste-filled barrels and rescue cute fish — it was a massive hit!

Following the Amiga version's huge success, a Sega Mega Drive sequel was planned — enter *James Pond Codename: Robocod.* Dressed in a sparkling new Robosuit created by FI5H scientists, James could now survive on land.

Seashore sequels

After the huge sales of the first two games — the Mega Drive *Robocod* sold over 350,000 copies — Millennium cast James in a new role — as an athlete!

The Aquatic Games stars James and his friends — The Aquabats — in a sports sim packed with wacky events including Kipper Watching and the 100m Splash and Shell Shooting. After this break from special agent duties James is set for a showdown with his old enemy Dr. Maybe in a new game *Splash Gordon* — so keep your eyes peeled!



In his new robosuit created by the top secret organisation FI5H, James is able to breath on land. In this nuts 'n' bolts level he dodges the fuel tanks — unleaded of course!

CHRIS: 'brilliant graphics!'



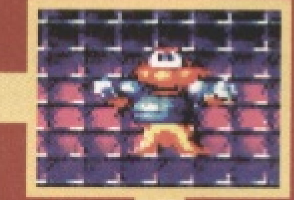
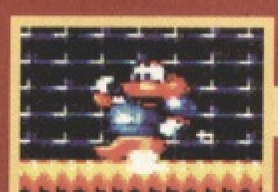
There are certain games that once you start to play you just don't want to stop — *James Pond* is a classic example! From the minute I laid eyes on the stunning colour-soaked graphics and toy-filled backdrops I knew I was onto a winner.

Although the cart isn't finished yet there is every sign that this is going to be one of the hits of the year. The gameplay still needs tweaking but controls are responsive and James leaps and bounds about the many platforms like a fish possessed!

Be warned, if you don't like cute games stay well away from this — you'll find more sugar here than at Tate and Lyle-sponsored coffee morning! But if, like me, you're a big softy at heart, the brilliantly-animated cuddly characters will win you over in no time. The programmers have put lots of effort into making James as lifelike as possible, using great touches such as his goggly eyes to give him a personality all of his own.

Of course, a lot depends on the difficulty setting and the number of levels which are still undecided but Ocean assure us they are determined to make *James Pond* a lasting challenge — from the levels I played they seem to have got everything just about right. **CHRIS**

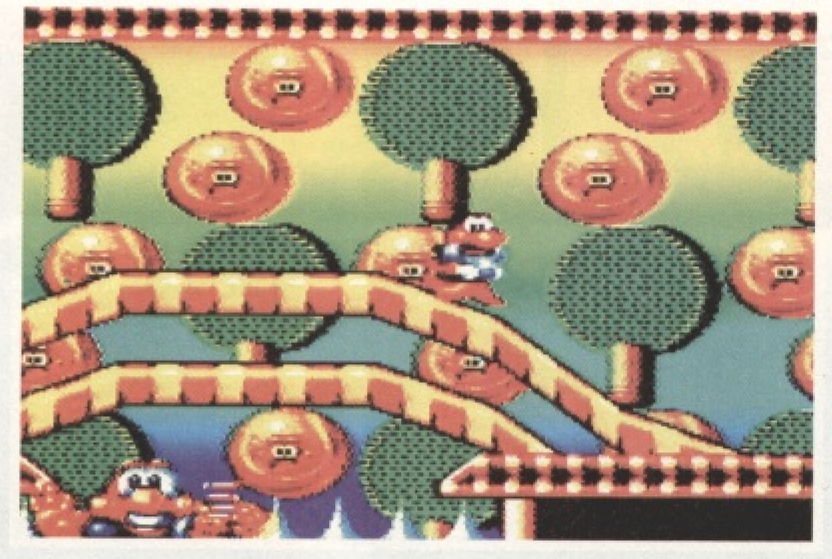
TIPPING THE SCALES

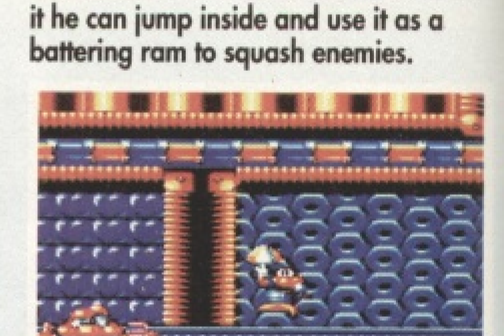




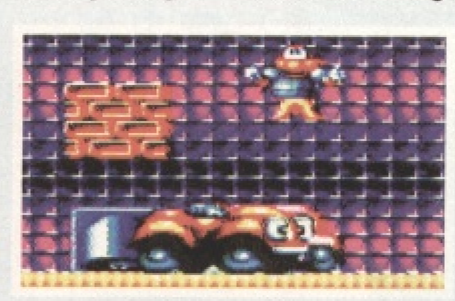

Creating a SNES game means designing weird characters, great animations and fun effects. The unique *James Pond* graphics are the work of Chris Sorrell. His trademark is drawing goggly eyes on characters — even the chocolate bars, tennis racquets and golf balls peer out of the screen!



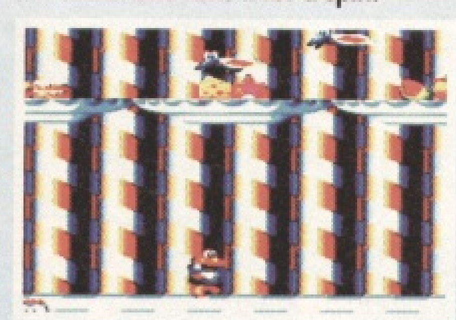
Getting across platforms is usually very difficult but in the Table-Tennis level there's a handy bridge. Don't get lulled into a false sense of security though — Ocean are making the difficulty setting much harder!



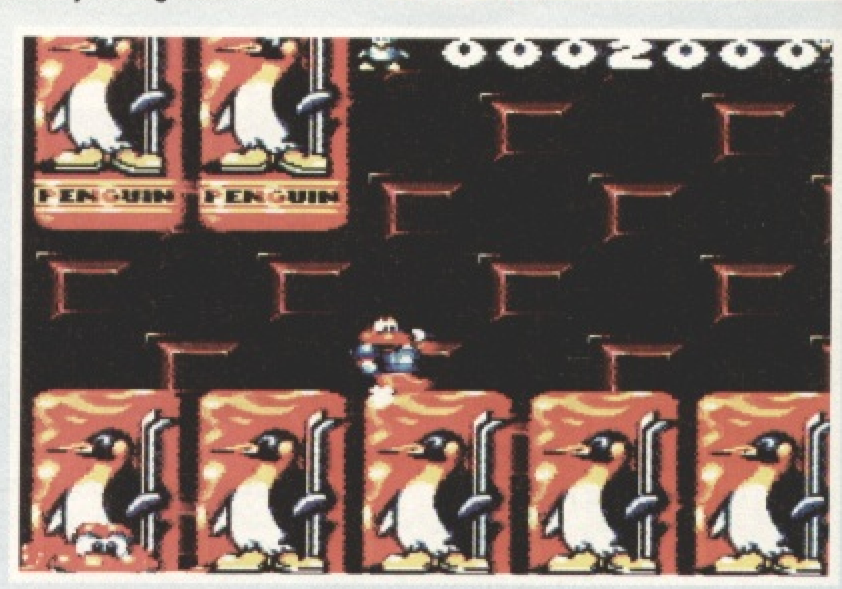
Anybody fancy a spin! This special car is hidden in some levels. If James finds it he can jump inside and use it as a battering ram to squash enemies.



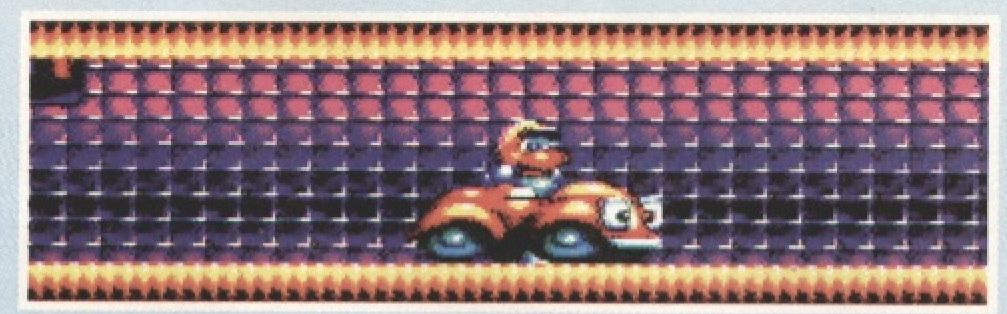
James finds the special car. Get behind the wheel and take it for a spin!



Look at that food just out of reach. James' telescopic body is handy here!



P-p-p pick up a penguin! This chocolate-filled level is one of the tastiest in the game — the graphics are so good you get hungry just looking at the screen! James fancies a snack but he can't get the wrapper off!



It's all the little details that make *Robocod* such a fun game. Note how the designers have used the same goggly-eye effect to bring the car to life!

CARL: 'Kipper load of this!'



Holy halibut! It's the telescopic tuna himself — *James Pond: Robocod*, licenced to gill is here and for those of you who are hard of herring — listen up! At last the only chap fishier than Captain Birdseye has made it to the SNES in a fantastic platform romp.

James' adventures have taken longer to make it to the best console because of all the extra special FX the programmers have crammed in — you know the sort of thing, 3D rotation, smooth scaling, in short all the things lesser machines just can't manage because they're wetter than a haddocks bathing costume!

This is the best version yet, it blows the rest out of the water. You can have a whale of a time over the mass of action-packed levels bursting at the seams with stunning graphics. Ocean have done a great job — I recommend you grab a copy as soon as possible! **CARL**

THE PLAICE TO BE!



So are you 'hooked' on James Pond yet? Well, he needs help defeating the wicked Dr Maybe and his sinister organisation JAWS (Junta Against World Safety). If you want to lend a hand why not become an official FI5H secret agent.

Each FI5H member gets a secret agent's pack including an identity card, stickers, secret codes, ruler, a mask and a *James Pond* board game. There are regular competitions, prizes and exclusive tips for all the James Pond games.

For more information contact FI5H HQ, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire, PE17 4LF — say that N-FORCE sent you!

I'M TOO SEXY FOR MY SHIRT!



For a limited period only we are offering N-FORCE readers the chance to buy the very same T-shirts we normally only award to real game fiends.

We're not throwing in the silly hat, but then you can't have everything!

Please send me............N-FORCE T-shirts. For the ridiculously cheap price of just £6.99 each. I enclose a cheque/postal order for the sum of £......... .....Please make cheques/POs payable to Europress Impact and write N-FORCE T-shirt on the back of your cheque.

Name ....

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Send this coupon with payment to N-FORCE T-SHIRT OFFER Europress Impact Ludlow Shropshire SY8 1JW.

Please allow 28 days for delivery.



The key to success is team work. Okay, everybody in their places — we're storming the base.



There's someone over there — fire! With the infa-red beams flying across the room the atmosphere is awesome.



Take plenty of time when lining up a target — always aim for the chest as hits are recorded on the power pack.



While the other guy is lining up his shot this sneaky sniper is planning a secret attack. Creep up quietly and...

Ever wanted to leave civilisation behind, grab a gun and make a stan
Take a trip into the future and find the ultimate interactive adventure

Laser Blaz

A dull red light casts an eerie glow over the wreck of a burnt-out car and stalks the shadows with menace. The atmosphere is heavy — so dry you can almost taste it. Your breath hisses in your ears as you grip your gun with sweating hands — the anticipation of action scraping your nerves with knife-edge sharpness (Your throat tightens — as you vow never to visit Ludlow again! — Ed).

Suddenly, the lights dim. Your eyes refocus in a desperate bid to stave off the primeval horror that darkness evokes. Smothering silence surrounds you and adrenalin washes through your system.

Enveloped in velvet layers of gloom, the slightest sound is thunderclap loud.

In the distance, a pin-sharp ruby ray flashes with strobe speed, slicing the dark and leaving dancing after-images on your retina. A banshee wail explodes into your private world, freezing the blood and assaulting the ears.

Someone's hit! Thank God it's not you — but that's the signal to go... game on man.

Fun with a gun

These are the sights, sounds and smells of Laser Quest but what's it all about? Well, for as long as man's been around he's always wanted to run around blasting his friends with guns. However, until recently this has had a couple of disadvantages — quite often your friends ended up dead and you got an extended vacation at Her Majesty's pleasure!

Luckily the advent of modern technology has saved considerable bloodshed and spawned the game we know know as Laser Quest.

The game began ten years ago in America and was called Photon — it was bulky, basic and unreliable, but was popular enough to encourage innovation — enter Laser Quest.

Now ultra-light, ultra-reliable



...Gotcha! Another one bites the dust! At the end of every game each player gets a print out of their stats.



Red team, pack 16 — 678 shots fired, 4% of enemies killed, rank 05 — definitely more practice needed!

nd?
e...

zers

equipment is used by tens of thousands of people at over 50 sites nationwide. So imagine the delight when N-FORCE was invited to the opening of the latest site in Stourbridge.

Go, go, go!

Enter the building and you're greeted by the ever-helpful staff and confronted by arcade machines, MTV and a pool table. Then you pass through the air lock into the armoury where you're kitted out with a power pack and light gun. Then — in gladiatorial mood — it's into the arena.

The laser quest arena really is something else — sprawling over 7,000 square feet and packed with multi-story buildings, overhead walkways, burnt-out cars, piles of tyres, oil drums and metal ducting — it's a real war zone! The graffiti is pretty hot too but if you think you've the time or light to admire it, think again — Laser Quest is fast, furious, fantastic fun!

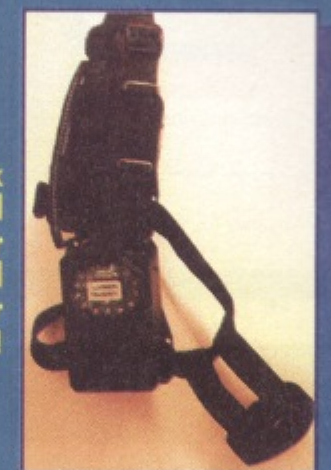
There are a number of games to choose from ranging in price from £2 to £3.50 all well worth every penny.

Laser Quest really is the Ultimate Adventure For Mere Humans!

LIGHT ARTILLERY

Left: The laser gun fires lethal light instead of boring bullets! — one hit and you're opponent is history!

Right: the power pack — super charged to keep your gun loaded with laser fire!



HAVE A BLAST

So what's Laser Quest all about ? Well, there are various games to play (see below) but the most common one has all the players running about trying to shoot as many others competitors as possible. Firing the laser gun causes a red laser beam to shoot across the arena — when a group of players fire at once the effect is stunning!

Players wear packs which power the guns and register each hit the wearer takes. When hit, a player is temporarily stunned allowing time to find a safe place to hide.

Once the time limit has ended (or a mission has been achieved if you're playing one of the other game types) the players move to the exit and aim their guns at a sensor on the wall. This transfers information from the packs to a computer.

The computer calculates the the number of hits, shots fired and ranks each player — you get to keep a print out of your stats so you can gloat to all your mates or hang your head in shame!

Games cost between £2 and £3.50 making a night out at an LQ cheaper than a trip to the cinema — and if you're a natural you may be interested in joining a local LQ league or entering national and international competitions.

GAME OPTIONS

Standard Game: where players enter the arena and try to shoot each other. The person with the most hits is the winner.

Bases: players are split into teams and have to defend their base. There's a sensor on top of the base which the opposing team has to hit.

Terminator: one player has unlimited shots and extra lives. He stalks the other players, who must combine firepower and take him out first.

Limited Shots: each player has only a few shots to hit all the opposing players. when your shots run out you're a dead man!

Limited hits: this game is ideal for hot heads or beginners. players can only be hit a certain number of times. Once they've used their quota of lives they're out of the game!

FORCE Ra

RATINGS WAR

Every N-FORCE review has a jam-packed FORCE-RATED panel — delivering more essential info than ANY other mag rating system — and that's GUARANTEED!

GAME TYPE: What sort of game it is. Typical types include platform, beat-'em-up and puzzle.

SYSTEM: Which Nintendo console the game runs on — either SNES (Super Nintendo) NES or GB (Game Boy)

AVAILABILITY: Where to buy it. How much it costs and what country it originates from (either UK, USA or Japan)

OPTIONS: Important info about the game you need quickly — number of players, continues, skill levels and any extras.

FIRST GLANCE: A brief comment about the game from three N-FORCE reviewers who have spent less than 10 min with it.

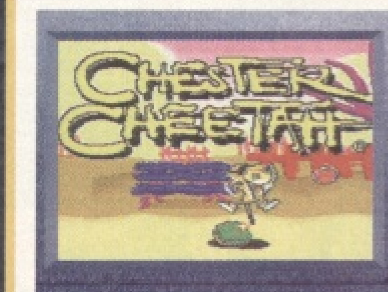
GRAPHICS RATING: What the team think of the graphics. This includes sprites, backgrounds and animations.

SOUND RATING: An opinion on the sound quality. Factors taken into account include background music and spot effects.

PLAYABILITY RATING: How the team feel the game plays. Is it too easy? Too hard? Maybe just boring or absoultely brill!

LASTABILITY RATING: A guide to how additive the game is. Our reviewers play it over a number of weeks and decide.

FORCE FACTOR: N-FORCE has six reviewers. This final rating is the result of a full team play-test and discussion.



PLATFORM

SNES

AVAILABILITY
Producer: Kaneko
Supplier: The Computer Game Shop
Tel: 0743 363300
Price: £45
Status: USA import

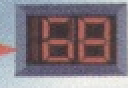
OPTIONS
Players: 1
Continues: 3-5
Skill levels: 1
Extras: None

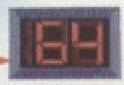
FIRST GLANCE

CHRIS: Plodding collect-'em-up short on thrills. A few original ideas let down by uninviting gameplay.

ROB: Probably the weirdest graphics I've seen in a long time, but this is all it's got going for it.

CHIKE: The dodgy graphics and bad gameplay put me off right from the start


GRAPHICS Wild backdrops and curious sprites


SOUND Screeching tunes — weird FX get annoying


PLAYABILITY Slow and unresponsive but worst of all repetitive!

LASTABILITY Plenty of levels but many are boring

FORCE FACTOR A smooth well-presented game but lacking depth and polish.









deb... shade... preparin...

Okay, so Chester... programming but th... touches and attract... guitar sequence is ... enjoyed for a while.

IT'S A JUST A...

APR...



The ultimate accolade any game can receive is the N-FORCE KNOCKOUT. Look out for the symbol above. It is only awarded to games which have a FORCE FACTOR of 90 or above.

ATED

ABOVE AVERAGE

RIL 63

Well, it's official — the crop of games reviewed in this issue have a combined FORCE FACTOR of 63 — meaning April is barely above average on the grand scale of things.

All very interesting we're sure you'll agree, but have you ever sat down and considered what average really means?

Like virtually every other Nintendo magazine, **N-FORCE** gives games an overall rating which can fall anywhere between zero and one hundred. Reason would dictate that an average game should rate around fifty in magazine reviewing systems. With **N-FORCE** this is the case, but you are likely to find that other magazines set their average mark somewhat higher — typically around seventy.

Why the weird maths? — well to be honest we just don't know. Maybe it's to ensure that software houses provide games on an exclusive basis, perhaps for covers etc. Or maybe it's just a genuine belief that all Nintendo games are fabulous.

Whatever the reason **N-FORCE** wants no part of it. The fact of the matter is that there are some truly terrible games around — as well as some really great stuff. We aim to be a completely reliable guide in the coming months.

Of course, it's more than likely that we're going to tread on some toes along the way but our loyalties lie squarely with Nintendo gamers — we have no intention of being a superficial catalogue which rates everything highly in order to avoid upsetting the software industry.

At the end of the day, you pay your money and take your choice.

There are thirteen games rated this month. We hope you enjoy the all-new **N-FORCE**.

TRUE COLOURS

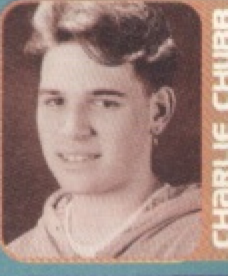
At least four members of the team look at every game that's reviewed in N-FORCE. To make things easier to follow each person has their own colour which is used next to comments and at a glance boxes...


NICK ROBERTS
Nick is a real platform game fiend who has tons of game playing and rating experience which goes right back to the hazy days of Crash on the ZX Spectrum!


CHRIS RICE
Chris is a beat-'em-up fanatic who spends most of his time fighting with Charlie about who's best at playing Street Fighter II. When he's not doing that he works a little.


CARL ROWLEY
The oldest member of the team, Carl loves strategy games and has a totally insatiable appetite for anything violent (or just plain weird) He also talks a lot.


ROB MILLICHAMP
When he's not putting together *TIPS FORCE*, Rob likes to relieve the pressure with some shoot-'em-up action. Worst game at the moment is the quiz *Jeopardy*.


CHARLIE CHUBB
Charlie sees every game reviewed, or previewed in *N-FORCE* because he designs the pages! When he's playing instead of laying out, Street Fighter II is his favourite game.


MILO JACKSON
The youngest member of the team is 17 year old Milo. He's just left school and doesn't know that Jackie Morris from our ad dept. fancies him rotten! (yet - *Ed*)



BEAT-'EM-UP

SNES

AVAILABILITY

Producer: .... Masna
Supplier: .... Krazy Konsoles 0422 342901
Price: £59
Status: .... Japanese import

OPTIONS

Players: .... 1 or 2
Continues: .... Infinite
Skill levels: 4
Save option: .... Timer option

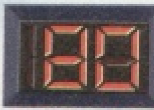
FIRST GLANCE

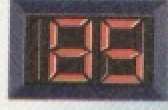
NICK — *"Weird and wonderful with some of the best graphics in any beat-'em-up — I love it!"*

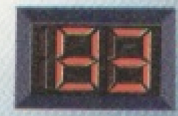
CHIKE — *"It's class! I just can't put the game down. Move over Street Fighter II"*

CARL — *"Totally freaky! Brings Panda bashing into a whole new perspective!"*


GRAPHICS
Backdrops and sprites are packed with colour


SOUND
Sampled speech for each move and tons of tunes


PLAYABILITY
Special moves are simpler than SFII but still playable


LASTABILITY
12 characters will keep fans happy

FORCE FACTOR
One of the best beat-'em-ups on offer — totally way out!


RANMA



A bunch of hard nuts and a giant panda all fighting among themselves — either it's a new beat-'em-up from Japan or there are riots at London zoo!

Whatever happened to world peace? All people are interested in these days is beating seven shades of sushi out of each other. Over the past decade Japanese game programmers have turned the beat-'em-up into art form and their latest creation *Ranma 1/2 II* — the sequel to *Ranma 1/2* — is no exception.

With a name like *Ranma 1/2 II* you know straight away you're in for something a little different. There are 12 characters to choose from all with unique special moves and expressions (Take a look at the Bizarre Bashings panel to check them out). Each is meticulously animated — right down to their moods when victorious or defeated — some burst into tears, others collapse in a heap and one strange geezer takes a picture of himself for the family album!

Just as much attention is put into the backdrops with beautiful blended colours and plenty of detail — some levels use animation to give that extra special touch with water, boats and cog wheels going through the motions.

The soundtrack is just as cool with each level having its own theme and sampled Japanese speech blaring out when a special move is used or a fighter is hit — okay, so it's gibberish but it adds to the atmosphere!

Beat-'em-ups are ten-for-a-yen in the SNES world so it's refreshing to see a title like *Ranma 1/2 II*.

The panda has a similar in fighting style to E. Honda. He is very strong and is most effective when he has an opponent trapped in a corner — keep him at long range!









The bigger they are, the harder they fall! The panda isn't very agile — this character uses her distance attack to bring the big guy crashing to the floor.



The main difference between this game and the original is the improved graphics. Mode 7 and 3D effects are used to give the action an oriental feel.



As this is a cute game characters don't die, they just roll around on the floor and sulk a lot! This unusual sight is a panda getting some sleep before a fight.

ROB: 'A playable beat-'em-up'



Sometimes I have nightmares about naff *Street Fighter II*-style beat-'em-ups that look a lot better than they play. At first, *Ranma 1/2* seemed to fit this category, but after playing it for a while, I soon changed my mind.

For a start, each character is not the usual muscle-bound ape yelling all the time. Instead, the characters are humorous-looking weirdos with very odd tricks up their sleeves — one guy is dressed as a human playing card and dishes out deadly moves with a giant domino!

The well-animated and extremely-colourful graphics are impressive but sound wise the game is nothing spectacular — just plenty of sampled speech and loads of twinkly tunes.

In all, *Ranma 1/2* is a playable beat-'em-up that just manages to keep its head above the murky waters of boredom. If you're a beat-'em-up freak give it a go — but try to play it before you part with your pennies!

ROB 73%



The female karate specialist (left) has a lightning kick. Each hit landed reduces a characters energy level. When the bar reaches zero a player is beaten.



To defend press either [L] or [R]. Each character has a special defensive move — the King of Hearts whips out a playing card and hides behind it.



The character leaping across the screen is the most agile of them all. He can jump and then alter his position in mid-air making him an excellent choice.



The King of Hearts is a good all-round fighter. When he's not bashing opponents over the head he likes nothing more than a spot of archery!



Many of the moves in the game are similar to *Street Fighter II*. The guy flying across the screen has a hurricane kick just like Ryu and Ken.



This guy tries to take the spade lady by surprise with a somersault leap — unfortunately she's waiting for him and he's about to get clonked on the head!



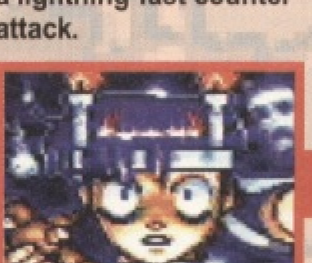




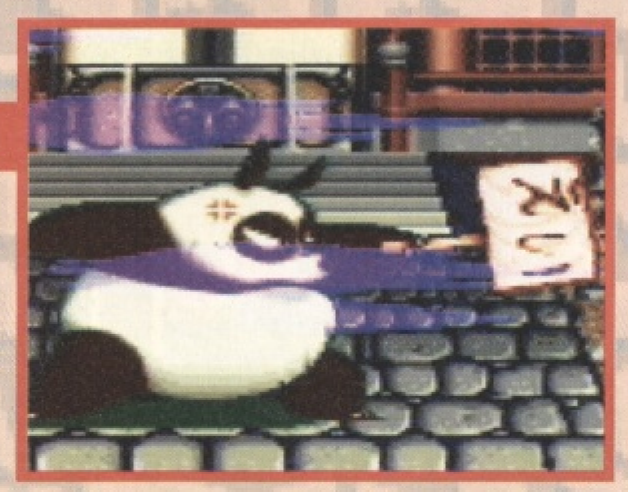





This little lady may look harmless but take a look at the way she swings that spade around. Her speciality is a lightning-fast counter attack.



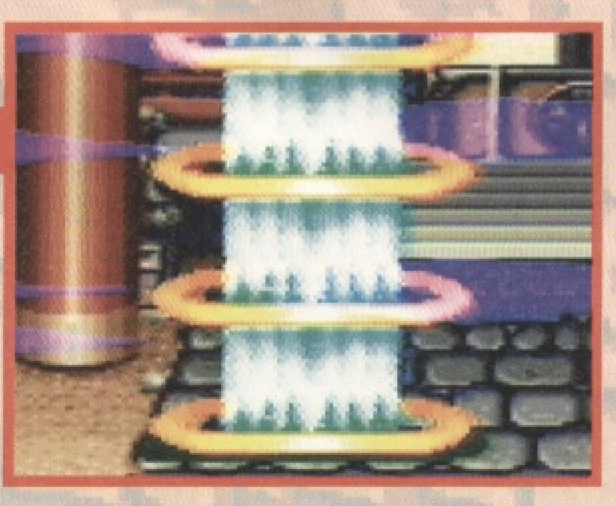

This young boffin uses a blend of science and strategy to overcome his enemies. His speciality is to move in and then batter his opponents into submission.

Everyone's favourite — the giant panda. He may not be the fastest of characters but he's definitely the funniest. His sign-post attack is hilarious!




The King of Hearts is a clever fighter with plenty of tricks. He has a domino attack, a playing-card defence and a reindeer-out-of-the-hat special move.

This Ranma look-a-like is a very good all-round fighter. Her special move is an impressive magical-waterfall attack that sends her opponents reeling.




Don't let the glasses fool you — this fighter has loads of wacky weapons. The nastiest of all is this evil ball and chain — imagine getting that on the head!




This shy, but fearless, warrior is a martial-arts specialist. She is well known for her rapid kicks and her legendary Dragon Punch — her defence is excellent!




This young upstart is the rebel of the game. His special move is a fireball similar to Ryu and Ken's Hadoken. This is excellent for blasting slow fighters.



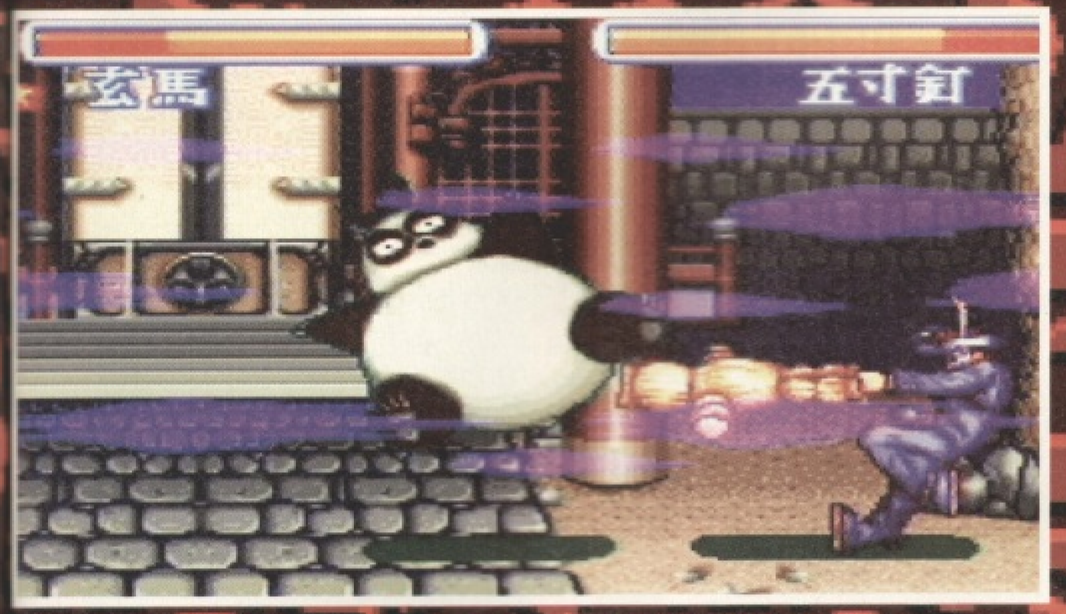

This beauty is renown for her agility and flying attacks. Her balance is so good she can stand on her hands and fight with her feet — she is a little weak though!




The main man himself — Ranma! This dude has got it all. His best moves are a thousand slap-style attack and an amazing cyclone move — look out!

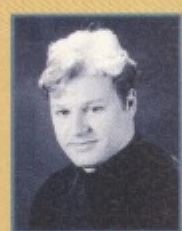


Poor Ranma! The best way to beat the spade lady is to leap directly over her head and foot sweep her from behind. Ranma gets too close and pays the price.



The main problem with the panda is it's very difficult to get within attacking range. The boffin with the swinging-doll attack shows how to keep the big guy out of range.

CHRIS: 'Brilliant and hilarious!'



This Japanese Manga-style beat-'em-up is one of the most hilarious, and weirdest, games I've played in ages. From the minute I saw a giant panda smashing a human playing card over the head with a wooden sign post, I knew this was going to be great fun.

The 12 wide-eyed characters — some human, others animals — are brought to life with some of the best animation and colour-drenched visuals ever to appear on the SNES. The awesome comic-strip graphics are supplemented by a lively oriental soundtrack adding extra atmosphere.

As the fighting is in a light-hearted cartoon-style there's no blood 'n' gore. Instead, when characters are beaten they cry and their tiny bumps and bruises are covered with little plasters — brilliant!

The four difficulty settings — Easy, Normal, Hard and the ultra-tough Red — cater for all players and there's plenty of variety in gameplay. The two-player head-to-head mode is great fun and the excellent two-player series — where both choose five different fighters and battle it out for glory — had me in stitches!

This is my favourite game of the moment and I just can't stop playing. Hard-core beat-'em-up fans may not approve of the cutesy graphics and hilarious gameplay, but if you're looking for a fun alternative to *Street Fighter II* this is it. Great fun! ***CHRIS 88%***





These evil-looking dudes are the end-of-game baddies. Beat these tough guys and you complete the game — they're mega-hard though!

THE FIRST HALF

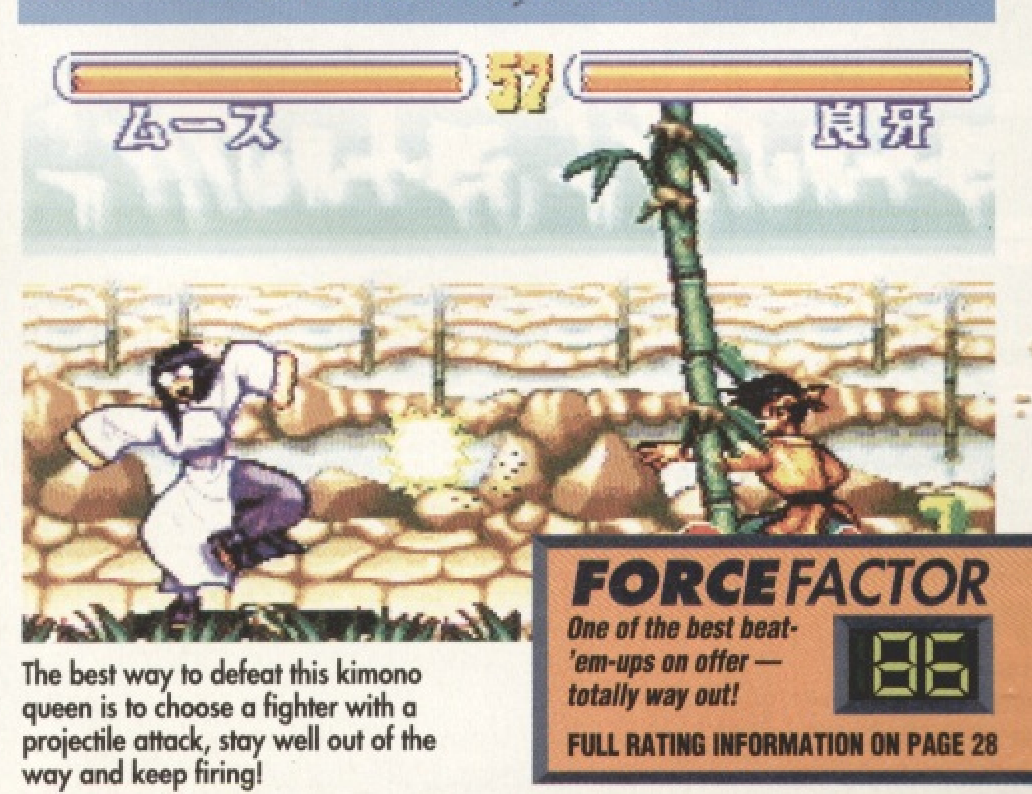
***Ranma 1/2 II* is second in a series of cult games. The original is just as wacky, but nowhere near as good...**



You may not immediately recognise the guy on the right but when he wins he turns into a giant panda. The cuddly creature was so popular that the programmers decided to keep him as a panda in the second game.



The baton-twirling babe is a very tough fighter! She attacks with her spinning ribbon and then just as you think it's safe, she whacks you with her maracas!



The best way to defeat this kimono queen is to choose a fighter with a projectile attack, stay well out of the way and keep firing!

FORCE FACTOR

One of the best beat-'em-ups on offer — totally way out!

86

FULL RATING INFORMATION ON PAGE 28



KIKIKAIKAI

SHOOT-'EM-UP

SNES

AVAILABILITY
Producer: .... Natsume
Supplier: .... Krazy Konsoles 0422 342901
Price: £49
Status: .... Japanese import

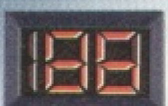
OPTIONS
Players: .... 1 or 2
Continues: .... Variable
Skill levels: 3
Save option: .... Changeable keys

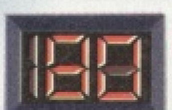
FIRST GLANCE

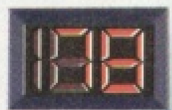
CARL: "A superb example of arcade-style action — I wanna be a racoon!"

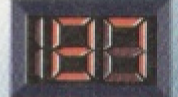
CHRIS: "A wonderful adventure with great graphics and tough, but fun, gameplay"

CHIKE: "Cool! This game's got it all from cute sprites to mega-tough gameplay — I love it!"

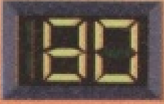

GRAPHICS Beautifully-drawn shaded backgrounds


SOUND Tantalising oriental-style tunes!


PLAYABILITY Tough, with a constant bombardment of enemies


LASTABILITY This is one shoot-'em-up with a good challenge

FORCE FACTOR
A wacky Japanese shoot-'em-up for hardened blasting fans





In a remote Japanese village the forces of evil are gathering. Only two heroes — a young sorceress and renegade racoon — can save the day. Armed with only a flail, a tail and an endless supply of leaves the two brave warriors begin their task.



Fresh from massive arcade success in Japan comes a shoot-'em-up with a difference and boy is it good! Translated into English, *Kikikaikai* means eerie, or weird — and these are certainly the words to use when describing this game.

Long ago the seven Gods of fortune were rescued from evil supernatural beings by Sayo — a human sorceress. All was well until one night Sayo was visited by her racoon friend, Manuke — Japanese for stupid — who told her the evil spirits had gone wild again and the land was once more under attack.

Kikikaikai takes you through the possessed land in a frenzy of vertical- and horizontal-scrolling beat-'n'-blast action. Viewed in pseudo 3D — very similar to *The Legend of the Mystical Ninja* — you have the choice of playing either Sayo or Manuke. In two-player mode there's a great simultaneous-action option allowing a friend to join in and lend a hand.

Both characters have distance attack and sweep defence capability allowing them to deflect enemy fire. Sayo protects herself with a flail but Manuke has a more natural method — his tail!

The vast array of power-ups include shields, health bonuses and additional fire power — boosting missile attacks to double and triple strength.

Sayo and Manuke have two special moves — a dash which can be used repeatedly and a high-powered magic attack. Use this carefully as you only have one, although collecting green pearls — hidden in baskets throughout the levels — will earn you more.

With enemies galore and more guardians than Manuke can waggle his flea-bitten tail at, this is definitely a tough challenge.


To beat the tree boss midway through Level Two, stand either side and blast the pine cones. Continue to fire at the branches and the boss gives in leaving power-ups.

NICK: 'Wacky fun!'



Here we go again with another wacky Japanese shoot-'em-up! This time the heroes are a sorceress and a racoon — well, that sets the tone straight away!

Kikikaikai is played in standard shoot-'em-up fashion with enemies and power-ups flying everywhere and a multitude of bosses to see off. Although gameplay is nothing new, the brilliant graphics and sound will keep blast fans coming back for more.

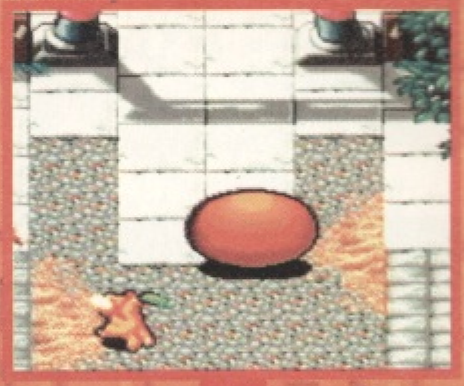
The backdrops are superb with beautiful water effects and perfectly-shaded woodland — as if that isn't enough, it even starts to rain in some sections, dimming the screen and sprinkling raindrops everywhere!

Playing a raccoon adds great novelty value — he fires leaves at foes, dives to the ground, uses special weapons and even shakes his tail to deflect bullets — weird or what?! The sorceress has a similar armoury but she just doesn't have the same visual impact!

If you think most shoot-'em-ups are too simple, try this out —Chris and I had great trouble with the stubborn octopus at the end of Level Two! I found this a bit frustrating but I'm still determined to beat it.

Fans of cutesy graphics will love *Kikikaikai* and the challenging gameplay guarantees hours of wacky fun! **NICK 79%**

KAIKAI









To beat Level One's nut-chucking boss, avoid his rolling attack (top) then use your defence move (middle) to rebound the nuts. Now blast him and after a few hits he falls to the ground (above) leaving loads of juicy power-ups.

ROB: 'Cutesy graphics'



This game really restores my faith in shoot-'em-ups. *Kikikaikai* shows it is possible for a title to be original and retain great gameplay.

The game has all the elements of a classic shoot-'em-up and the RPG-flavour of the graphics adds extra depth. The multi-directional scrolling is brilliant — I especially love the raft section, ideal for a well-earned rest from bashing the directional pad while you concentrate on frog blasting!

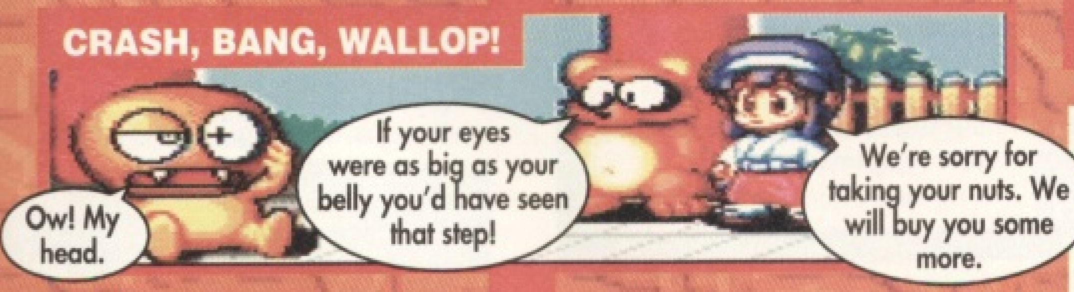
The music has a great oriental feel and the sprites are colourful and well animated. The characters are easy to control and the backgrounds are wonderfully detailed — just check out those leaves, wow!

Kikikaikai is a well thought out game with loads of great gameplay to keep you engrossed for flippin' ages! ***ROB 81%***

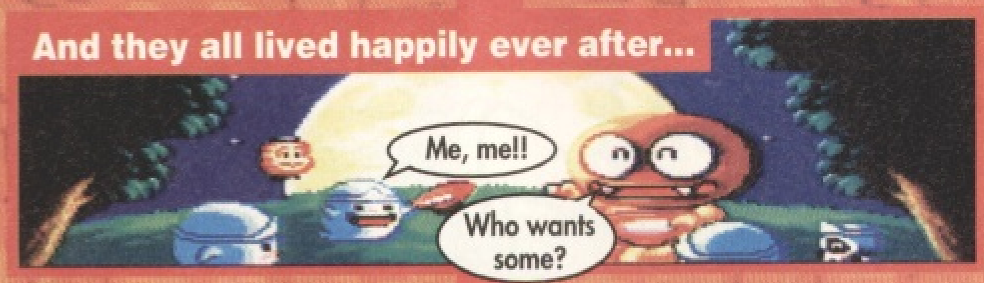




CRASH, BANG, WALLOP!



And they all lived happily ever after...



... or did they?





The shield (above and below) protects you from damage — careful though it only lasts for one hit!



POTTY POWER-UPS

 Grab this weird-looking power-up for extra energy.

 There are two types of weapons — this powers up your distance attack.

 Inside this goody bag is a handy shield giving protection for one hit.

 This boosts the fireball attack. It's more powerful than the blue weapon.

 This little beauty gives one smart bomb — ideal for defeating end bosses.



PLATFORM

SNES

AVAILABILITY
Producer: ....Kaneko
Supplier:............The Computer Game Shop
Tel: 0743 363300
Price: £45
Status:..............................USA import

OPTIONS
Players: 1
Continues: 3-5
Skill levels: 1
Extras: .... None

FIRST GLANCE

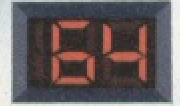
CHRIS: *Plodding collect-'em-up short on thrills. A few original ideas let down by uninviting gameplay.*

ROB: *Probably the weirdest graphics I've seen in a long time, but this is all the game has got going for it.*

CHIKE: *The dodgy graphics and bad gameplay put me off right from the start.*



GRAPHICS
Wild backdrops and curious sprites



SOUND
Screeching tunes — weird FX get annoying



PLAYABILITY
Slow and unresponsive but worst of all repetitive!



LASTABILITY
Plenty of levels but many are boring

FORCE FACTOR
A smooth well-presented game but lacking depth and polish.


CHESTER

Fresh from a packet of Cheetos crisps Chester the cheetah, the snack food king of America, makes his console debut. Armed with electric guitar and shades, the funky feline with attitude is preparing for a break out!

Poor Chester the cheetah is behind bars — zoo bars that is. He desperately wants to get out of Four Corners Zoo but Mean Eugene, the zoo keeper, has dismantled the cool kitty's treasured motorcycle and hidden the parts around the zoo's grounds and in an underground tunnel network.

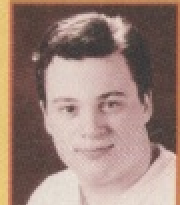
His only hope of escape is to recover the bike fragments but before he can think of freedom there are five levels of vertically- and horizontally-scrolling platform action to conquer. Level One takes you to the Park, then it's onto the Monkey Pits, the Gator Alley, and the Hidden Caves before the final test in the Bird Houses.

There are various power-ups to collect: a guitar makes Chester invincible sending him boogieing around the screen killing bad guys, shades give temporary X-ray vision, sneakers provide super speed — ideal for making quick getaways — and paw medallions fill up his energy bar.

Various nasties including turtles, jumping worms, kick-boxing kangaroos and piranha fish are out to stop him. A quick *Mario*-style jump on the head is enough to kill most enemies and for the extra-tough guys Chester's pal, Funky Monkey, joins in and lends a hand.

Will Mean Eugene keep Chester in captivity for ever? Or can he find his bike and ride to freedom? His fate is in your paws.

NICK: 'Dodgy graphics!'



Everyone wants to jump on the platform-game bandwagon these days. It's got to the point where cartoon characters from packets of crisps are turning up in SNES games.

What hits me when starting this game is the odd quality of the graphics. Psychedelic backgrounds of jungles and waterfalls scroll in a haphazard way. Sprites have no meat, shading is rarely used and the animation is decidedly dodgy. In fact, it looks more like a bad Czechoslovakian cartoon than a platform game!

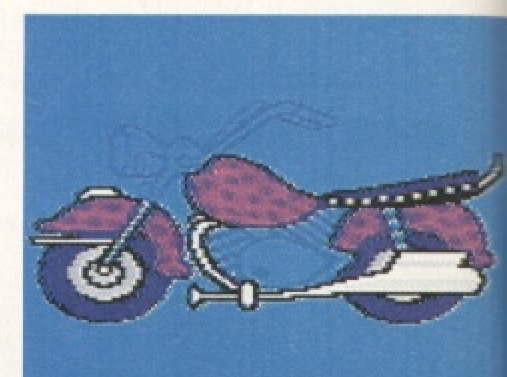
The varying levels provide lots of different gameplay — Chester squeezes through a maze of pipes, swings around a jungle and steers a runaway speed boat, but sadly the whole thing looks rushed. Music and sound effects don't improve the game much — I dived for the volume control the second I heard the screeching soundtrack.

Okay, so *Chester Cheetah* won't win any awards for visuals and programming but the gameplay is addictive. There are plenty of neat touches and attractive expressions from our feline friend — the dancing guitar sequence is my favourite! Not an amazing game but one I enjoyed for a while.

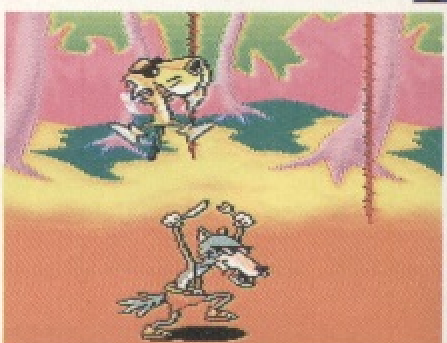
NICK 62%



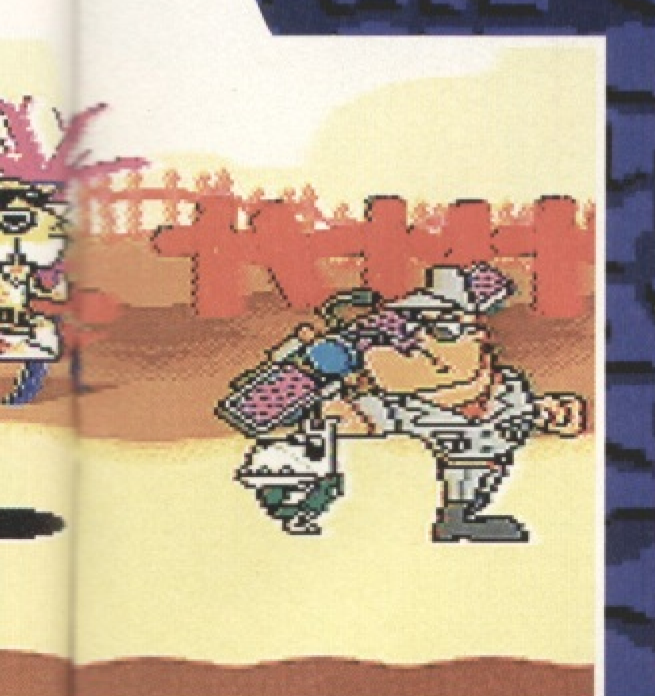
Chester the cheetah is supposedly too cool to fool but as he relaxes on a park bench, two meanies steal his precious motorbike! Never mind — cars are much safer!



Complete a level and part of Chester's bike is found. Collect them all and he can escape from the zoo.







CARL: 'Not the cat's whiskers'



This must be a first for the SNES — a game derived from a cheesy crisp! The intro tells us Chester is too cool to fool, but don't let that pull the wool over your eyes for a minute. This is nothing more than a standard collect-'em-up game with a few extra bits bolted on for good measure.

Many elements are confusing while others are just weird — a cheetah dancing up and down the screen with an electric guitar has to be seen to be believed!

There are a few clever ideas — put on a pair of sun-glasses, the screen tints and hidden bonuses are revealed. However, no matter how you look at this it's just another formula game. Backgrounds and sprites are basic and animation is kept to a minimum.

A year ago this would have rated higher but the standard of games has risen so much that now this is little more than average. Certainly not a crisp title!

CARL 61%



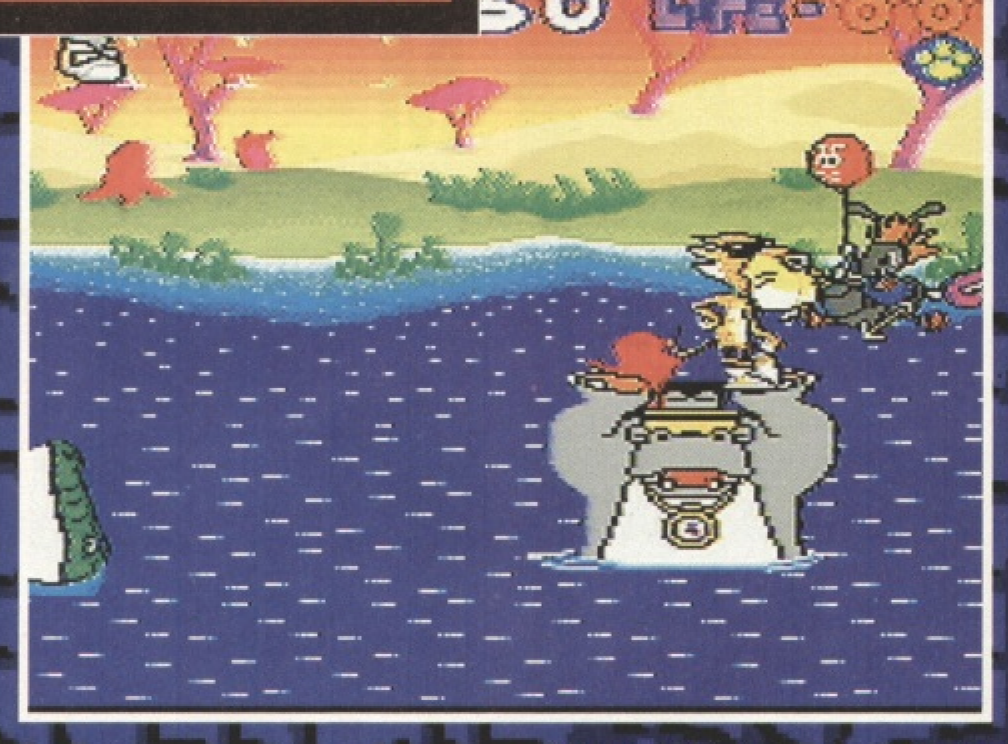
What on earth is that dog up to now? He's out to stomp on Chester's head. Getting past this contraption is as easy as pie! Just run when Chester's flashing.



The fish with the punk haircuts are lethal. When Chester loses a life he turns into an angel and rises to the heavens.



Don't just lie there you fool! Get up or the dog with the steam roller will make mince meat out of you. Stupid cheetah!



All Chester's friends in the jungle lend a helping hand. Use this cool hippo as a bridge across these troubled waters — what a nice guy he is!

COOL FOR CATS!

 **Bike part:** each level has one hidden away. Find them and go to the exit.

 **Sneakers:** put these on and Chester zooms around the level!

 **Bush baby:** clings to trees and takes energy if touched.

 **Fluff:** odd pink things that look harmless but knock Chester over!

 **Guitar:** collect this to become invincible and wipe out all the enemies.

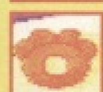
Piranha: nasty fish dive out of the water to chomp cheetah

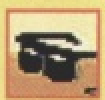
 **Kangaroo:** one punch from this fella and it's all over!

 **Man hole cover:** press [DOWN] above them and Chester climbs into them.

 **Monkey:** When touched he follows Chester and helps out any way he can.

Paw coin: adds lots of points to the score — yippie!

 **Paw medallion:** four make up the energy bar. Each hit loses one.

 **Shades:** pop these on and hidden power-ups become visible!

 **Springy: these** annoying bouncing enemies jump out at you.

Wolfy: His knife and fork are out so Chester better keep away!







One of the many weird enemies Chester faces is the boxing kangaroo. Keep away — this guy is bad news!



CHEETAH



BEAT-'EM-UP

SNES

AVAILABILITY

Producer: .... *Jaleco*
Supplier: .... *Krazy Konsoles 0422 342901*
Price: *£55*
Status: .... *Japanese import*

OPTIONS

Players: .... *1 or 2*
Continues: *5*
Skill levels: *3*
Save option: .... *Ikari mode*

FIRST GLANCE

ROB: *One of the better beat-'em-ups I've seen this issue, but there are a few flaws in gameplay.*

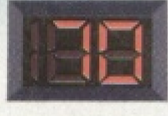
CARL: *Rushing Beat? Rival Turf? Call it what you like, it just ain't Street Fighter II!*

CHIKE: *Yet another 2 player beat-'em-up which hasn't really impressed me!*



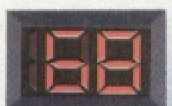
GRAPHICS

Detailed backdrops with average sprites



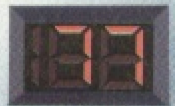
SOUND

Thumping soundtrack and the usual punching FX



PLAYABILITY

Not as many moves as other beat-'em-ups



LASTABILITY

Plenty of challenge for even the best game fiends

FORCE FACTOR

Another beat-'em-up to stack with the rest!



RUSHING

Numerous horizontal-scrolling beat-'em-ups have come and gone over the last few months, so what makes this one special? The bruised knuckles are this way...

Muscle-bound heroes kicking and grunting their way through beautifully-detailed backdrops in search of a kidnapped girlfriend — sound familiar? Yep, strap on your steel toe caps cos it's beat-'em-up time again!

Hardened game fiends will recall the original *Rushing Beat* was a bit boring and empty. Forget the past though because the sequel — imaginatively titled *Rushing Beat Run* — is bigger, badder and filled to bursting with hard-core gameplay.

There are five fighters to choose from each with special moves: Rick Norton has an effective rapid punch; Lord J hits the ground to produce explosions; Kazan splits in two killing everything on screen; Wendy Milan sits on grown men's heads with her deadly piledriver; and the dynamic Douglas Bild has great fun separating enemies' knecks from their bodies.

Action is for one or two players and begins at Bayside Bridge before moving to The Training Field, Roofs-Air Shed and finally Adler.

Finish a level and you're taken to an arena to fight a special opponent for the right to carry on to the next stage. These guys —and gals — are mega-tough so to compensate there are five continues and an option to change characters after each life.

So that's what you gotta do. All that remains is to grab your favourite joypad and get out there and sock it to them!



Each hit is accompanied by *Batman*-style animations. This is fun to start but endless amounts of text over the screen soon gets annoying!



At the end of each level jump in the ring and defeat a big boss. In this scrap Wendy is giving Kazan a piledriver.

One of Kazan's most useful moves is his overhead throw. He grabs the enemy by the ears then chucks him over his shoulder. In two-player mode (below) when the action gets dull liven things up by scrapping with your mate!



G BEAT RUN

NICK: 'Been there, done that!'



Well, we all know the best game for punch and bruise action is *Street Fighter II* but many game fiends can't afford the ludicrous prices some companies are charging. So what's the alternative for beat-'em-up fanatics? Take a look at *Rushing Beat Run*.

The graphics waver between excellently-detailed backgrounds showing off the SNES colours, and slightly-dodgy sprites depicting absurdly-shaped heroes and stranger enemies.

Each of the five characters has their own special move — the Floor-Slam and Electric-Hands Attacks are the best! Gameplay is similar to *Super Double Dragon* with baddies arriving from each side of the screen, horizontally-scrolling levels and the usual big level boss to defeat.

There are so many beat-'em-ups littering the software shelves these days it's difficult to know which are worth buying. *Rushing Beat Run* is challenging, looks good and sounds great — it gets a thumbs up from me! **NICK 70%**



When the required number of enemies are killed an arrow appears telling you which way to move.



The aim is to cross town and get to the airport. The final stages take place on the wings of an flying aircraft.

CHRIS: 'Non-stop action!'



Get some of this! The latest fist-flying, bicep-bulging, all-action Japanese beat-'em-up — *Rushing Beat Run* — comes bursting onto the SNES scene leaving a trail of broken bones and bruised egos. I know the rest of the guys are sick of horizontal-scrolling beat-'em-ups but when the graphics are this good who cares?!

The five characters are great — Rick Norton is my hero — and the spine-shattering special moves are superb. I love the way you can play either with — or against — a friend. Awarding a prize to the player killing the most enemies is pretty sick — but the scumbags are all servants of evil so I guess that makes battering them to a pulp all right!

Being able to alternate between two characters is a great touch and gives the gameplay the extra variety lacking in most current beat-'em-ups.

Okay, so what are the faults? To be honest I can't find that many. I played *Rushing Beat Run* for an hour solid and had a great laugh. The limited amount of attacks gets a bit boring but I was too busy admiring the colour-drenched backgrounds and the silky-smooth animation to let this bother me.

Potential buyers should be warned this is very violent. If you've already got a beat-'em-up in your collection *Rushing Beat Run* is nothing spectacularly new, but it is one of the most polished no-holds-barred beat-'em-ups on the market. **CHRIS 81%**

FEEL THE BEAT!

Lean, mean and tougher than a week-old steel sandwich, the Rushing Beat gang are the roughest bunch of renegade warriors to storm the SNES. Special moves are activated by pressing [A] but remember each special attack uses vital energy. For more details check out this power profile ...





Wendy Milan
Looks more like an entry for Miss California '93 than a deadly warrior, but don't let her stunning good looks deceive you. Her cutting flip kick and bone-crushing piledriver are deadly!





Kazan
This nimble ninja-style swordsman is excellent in the later stages. His high-flying attack and double-dagger combo are most effective when he is surrounded by enemies.





Lord J
This noble nutcase relies on brute force to cut his foes down to size. His special attack is a ground punch setting the floor on fire and sending shock waves through the toughest of enemies.





Douglas Bild
Big feet and a tiny head make this guy all out of proportion — his dress sense also leaves a lot to be desired! Say it to his face though and you'll be barbecued by his fiery punch!





Rick Norton
Fast clean punches and a powerful throw make Rick an excellent all-round fighter. His special move is a fast hands attack similar to E Honda's 1000 slaps and Chun-li's fast feet.



SHOOT-'EM-UP

SNES

AVAILABILITY
Producer: .... *Ocean*
Supplier: .... *The Computer Game Shop 0743 363300*
Price: *£39.99*
Status: .... *Official UK release*

OPTIONS
Players: *1*
Continues: *9*
Skill levels: *3*
Save option: .... *None*

FIRST GLANCE

CHIKE — *"Something alot better than this could have been made from such a great licence!"*

CHRIS — *"Good movie, shame about the game! Gameplay is too frustrating to give any long term lastability"*

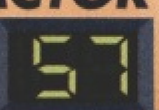
CARL — *"Poor quality. Not good enough for the SNES. But if you are a fan of the movies it might satisfy you."*


GRAPHICS 64
Cute sprites contrast with the tough image


SOUND 67
Good synthesized sounds rock the action


PLAYABILITY 54
Awkward controls with lots of jumping sequences


LASTABILITY 56
Unexciting gameplay quickly gets boring

FORCE FACTOR
Slightly above-average platformer — a waste of the licence

57





Be careful Mel! Taking a dip in the sewer is bad for your health— stay on the raft and leap onto the chains.

LET



One flame-grilled Whopper on its way Mr. Gibson! Get the bad guy looking the other way so you can blast him with your gun.

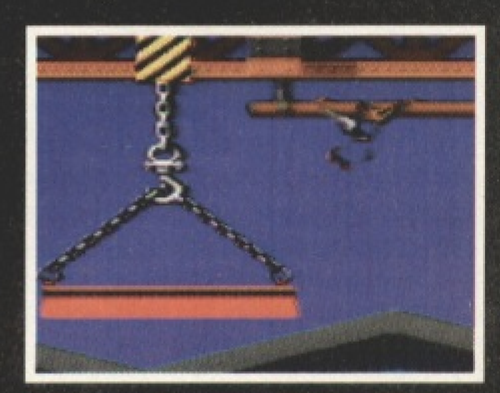
Drugs, organised crime, terrorism and unexploded bombs — they're all in a day's work for California's cutest cops, Riggs and Murtaugh. Better known as silver-screen heartthrobs Mel Gibson and Danny Glover — the two movie mega-stars take time off to make a lethal console debut.

Lethal Weapon takes its plot from the third movie in the series and traces the exploits of LA's mismatched cops Martin Riggs (Mel) and Roger Murtaugh (Danny).

Murtaugh's a career cop, set in his ways and on the brink of retirement. Riggs, on the other hand, is an A1 nut case. He's highly strung, unpredictable, and has no regard for safety — in short, he's as mad as a march hare!

In this platform-based shoot-'em-up you play either Riggs or Murtaugh battling against a crime wave sweeping LA. There are four missions to complete against the clock before tackling the top secret fifth and final assignment.

Each character can kick or fire a gun and there are several valuable power-ups to grab — bullets provide an extra clip for the gun, badges give two extra hits and clocks extend the time limit. To top things off there are nine continues and three difficulty levels!



This is a tricky part. Once you're on the bar, don't jump off before you get to the hanging platform — leap too early and it's a long way down!






Hanging around on chains gets a bit hard on the old arms after a while — keep pressing [UP] or else you slip.



This is the mission-select room — complete all four and a special task awaits you.

THAL WEAPON

NICK: 'Doesn't use the SNES fully'



I don't know about this game being a *Lethal Weapon*, it's more like a blunt instrument! It is basically a slightly above-average platform shoot-'em-up but take one look at the graphics and it's sick bag time!

Tiny, undetailed sprites wobble about with naff animation. Each level has lots of shading making the graphics appear dark and dingy.

There's no attention to scale either — one mission takes place in a sewer and features alligators ten times bigger than the men — I know reptiles grow to enormous sizes but this is ridiculous!

I just can't understand companies producing console games like this — don't they realise that with its custom graphic chips the SNES is capable of so much more!

In the game's defence, *Lethal Weapon* has an excellent soundtrack. Each mission boasts a great backing track with nice padded synthesized sounds and melodies — It's like Jean-Michel Jarre appearing live on your console!

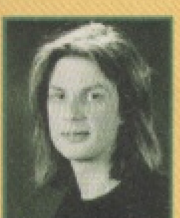
The five missions are pretty tough — partly because the gameplay is so frustrating — and this gives a degree of lastability. However, *Lethal Weapon* is not the sort of game I would spend money on but fans of the film — and Mel and Danny! — may see it as an essential purchase.

NICK 59%


To avoid getting knocked off by the hook, hold on to the top of the rope — this requires good timing so persevere!


To climb the ladders faster, simply jump up. This makes life a lot easier when you are pursued by lots of nasties.

ROB: 'Above average — just!'



Lethal Weapon holds the world record for making me shout the most expletives in one day! What looks like a straightforward game has some of the most infuriating sections I've ever had the misfortune to come across.

Admittedly most games have tricky levels but when normally-easy tasks like swinging between ropes and leaping onto platforms are damn near impossible then there's not much hope for the rest of the game.

The graphics are quite impressive, although the characters look a bit on the cutesy side— not at all what I expected considering the movie's macho image.

Intro screens are stills from the film and look really cool. The hi-tech music is very atmospheric and synth freaks will love it. There are plenty of great platformers on the SNES, unfortunately, *Lethal Weapon* is not one of them!

ROB 52%

LETHAL LEVELS

Your five missions — should you choose to accept them — are...



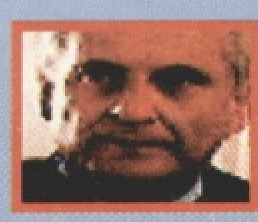
Mission One: infiltrate a heavily-guarded dock and retrieve narcotics money from villains using diplomatic immunity as a shield.



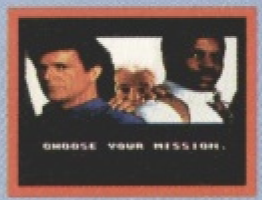
Mission Two: Under-cover cops have uncovered a plot to hold the city to ransom by planting bombs in the city's subway system. Guess who has to go in and stop them?!



Mission Three: there must be a terrorist's convention in town because — surprise, surprise — another load of blokes with tea-towels on their heads have planted a huge bomb in a shopping mall. You have to get in through the car park and defuse it.



Mission four: At last a nice easy one, all you have to do is rescue a hostage. Uh-oh! It turns out that he's being held captive by even more terrorists.



Mission Five: only after you've completed the first four missions can you attempt the final assignment. A bent cop is stealing hi-tech bullets and guns that can penetrate even kevlar vests. Identify and stop him!



SHOOT-'EM-UP

NES

AVAILABILITY

Producer: .... T*HQ
Supplier: .... The Computer Game Shop 0743 363300
Price: £39.99
Status: .... USA Import

OPTIONS

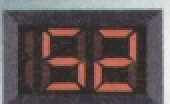
Players: 1
Continues: .... Infinite
Skill levels: 1
Extras: .... Passwords

FIRST GLANCE

NICK — *"Another in a long line of below-average NES platform shoot-'em-ups"*

CARL — *"Awful adolescent antics with 007's acne-ridden offspring — yuck!"*

CHIKE — *"Graphics aren't that bad but the sonics are awful — a disappointing conversion!"*



GRAPHICS
Nicely detailed, nothing to write home about



SOUND
Very bland and unimaginative



PLAYABILITY
Not bad to play — climbing is hard to master



LASTABILITY
There's just enough to keep you interested

FORCE FACTOR
Not a bad platform idea, but not worth £40!



JAMES



The name's Bond — with a licence to kill and a gold finger — this baby Bond will knock the living daylights out of anybody!

Guess what? All the terribly important weapon scientists from around the world have been captured by the evil S.C.U.M. Lord and imprisoned on his luxury Caribbean island — that was careless of them wasn't it?

And who does Colonel Monty want to go and rescue the swots? Yes, good old James Bond Jr — his dad must have been tied up with something more important… like Miss Moneypenny!

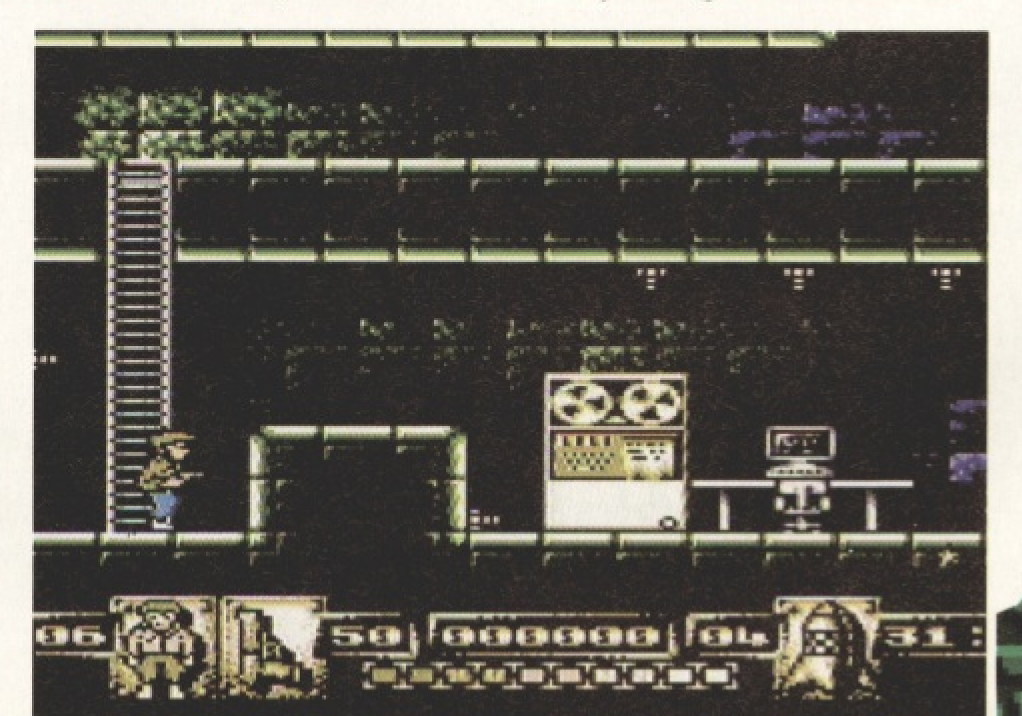
S.C.U.M. Lord's island is split into four sections each making up a mission. Jimbo's perilous task involves deactivating missiles, safe cracking and rescuing the doddery old scientists before toddling off for hot scones and lashings of ginger beer — shaken but not stirred, of course!

Our young hero leaps from platform to ledge in a smug, self-satisfying, secret-agent sort of way. He is armed with a shotgun and killing the vast array of dudes found about the levels reveals bombs, flares and smart bombs — other special items include jet packs, scuba gear and shields.

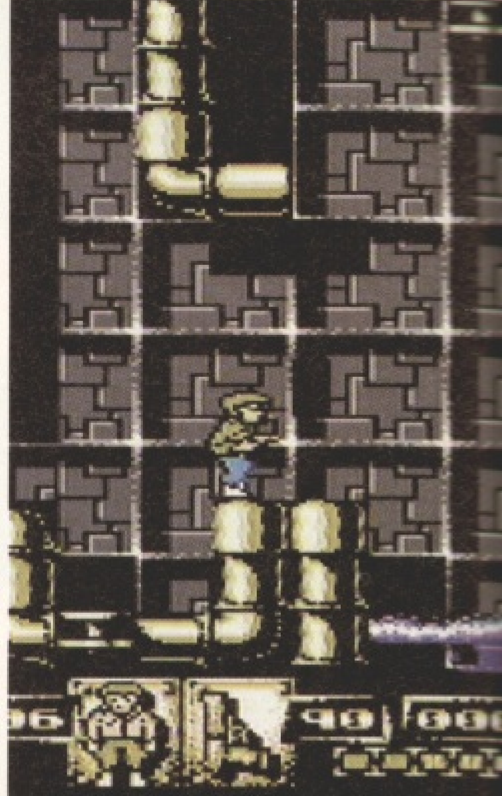
Between levels there are sub-games to solve against the clock — the first is a sliding puzzle featuring coloured squares to be matched in order to defuse a bomb — sounds easy, but when time is running out the pressure is enough to crack most tough guys.



This looks like a job for James Bond but unfortunately, he's busy! There's only one option — get his son on the case!



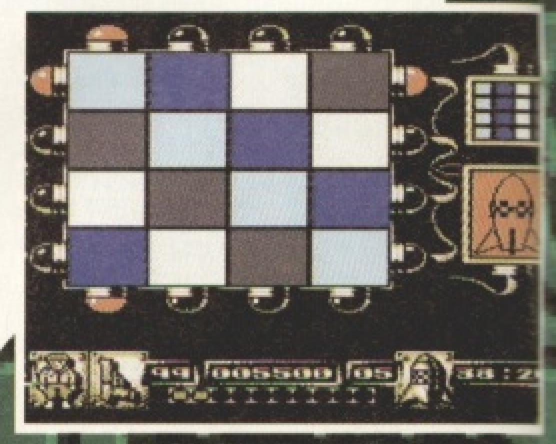
The information bar at the bottom of the screen shows (from left to right); number of lives, ammunition level, energy bar and amount of bombs.



To beat the boss on the right, shoot then duck down into the recess to avoid his bullets — use the spring-loaded platforms! When the big guy dies he leaves behind an ammunition box!

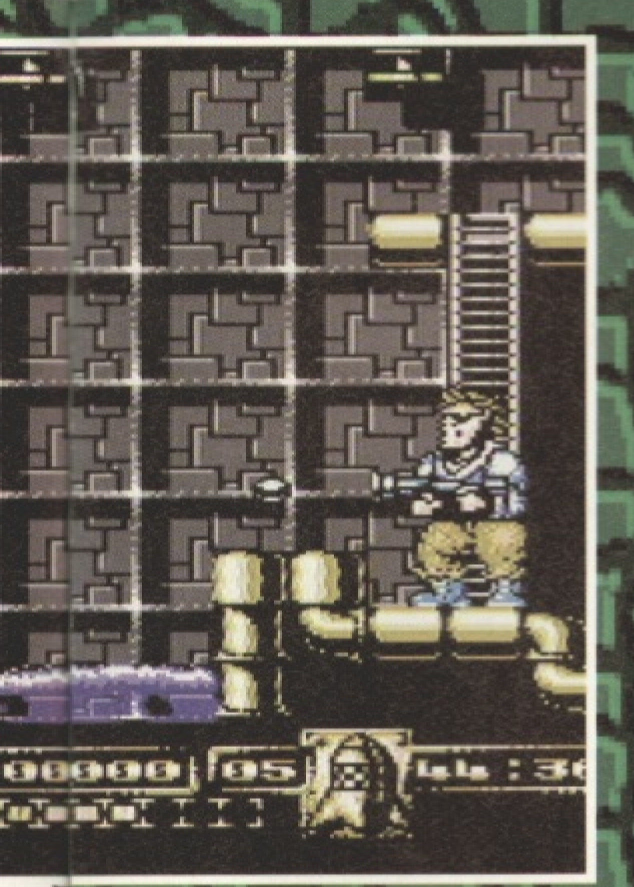


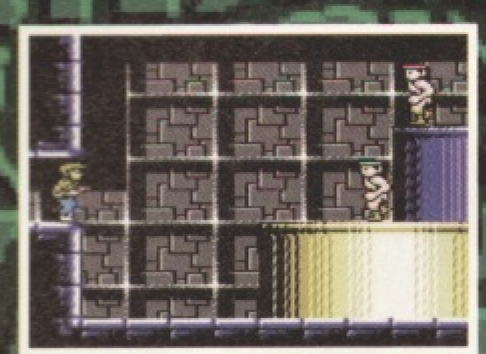
Colonel Monty gives the orders to James Jr. The first mission is to deactivate the SCUM Lord's missiles within their silos.



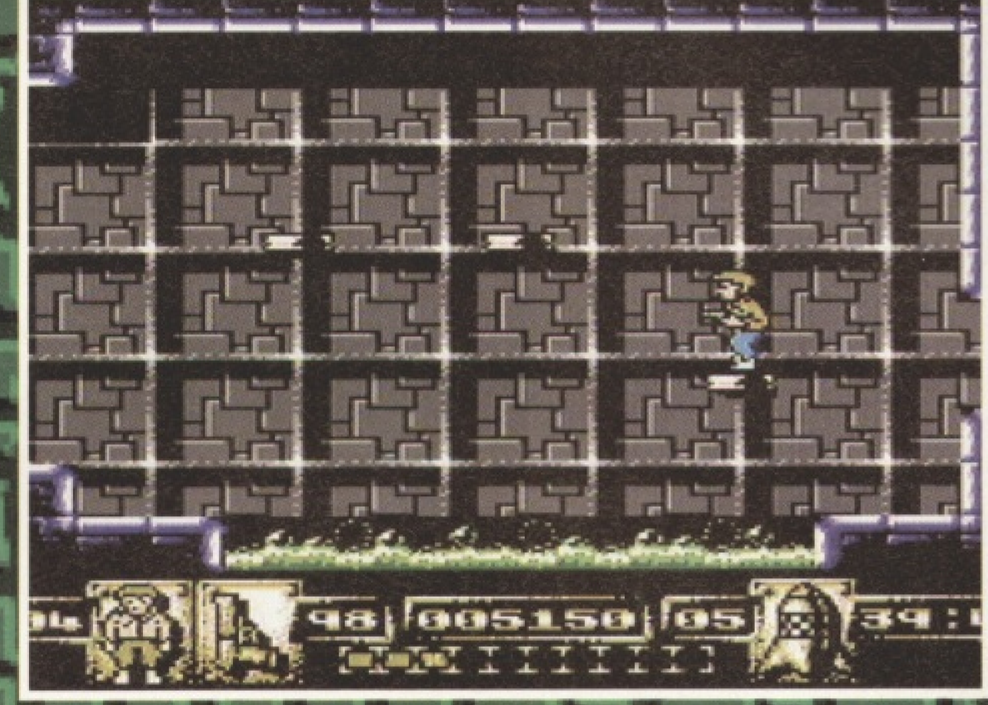
The object of the sub game is to match the large pattern with the smaller one on the right. When you accomplish this, the alarm stops and a message appears.

OND JR

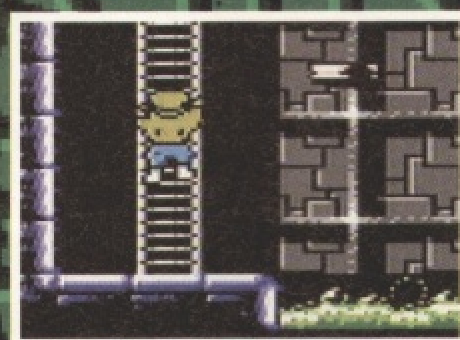




The easiest way to beat these guy is to drop onto the platform below, jump up and then fire. Take out the dude on the yellow ledge first!



Jumping from to ledge to ledge is very tricky — keep your nerve because if you fall into the radio-active gunge below you lose loads of energy!





CHRIS: 'Dodgy graphics and boring gameplay'



Having played *James Bond Jr* on the SNES — and hated every minute of it — I had mixed feelings about an eight-bit version. Well, surely the gameplay couldn't be as bad? Uh-uh — wrong again!

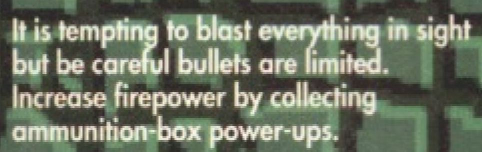
I can handle dodgy graphics but these sprites wobble so much it looks as if the young Bond has had a few ginger beers too many! Combine this with rough-'n'-ready gameplay and the kind of music that composers were executed for in the 16th century and you get an idea of how terrible this game really is.

To be fair it's not all bad — there's much more action in the later levels but many game fiends will get bored before they get that far.

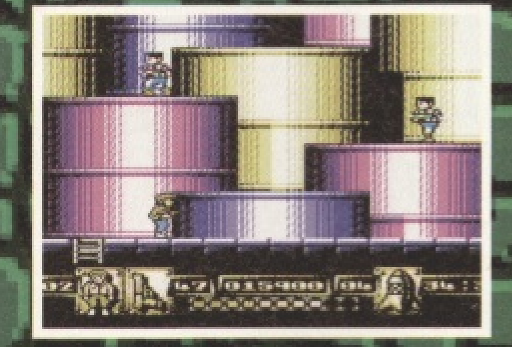
At the end of the day there's no way that *James Bond Jr* is worth shelling out £40 on. If you're expecting a licence to thrill I'm afraid you're going to be very disappointed — definitely more like a thunderball in the groin!

CHRIS 47%





It is tempting to blast everything in sight but be careful bullets are limited. Increase firepower by collecting ammunition-box power-ups.



What a wimp! For best results take each mission slowly. Enemies are dumb so hide behind the barriers and attack when their backs are turned.

MILO: 'A poor conversion!'



Being the son of James Bond, Jimmy Jr certainly has a lot of dangerous footsteps to follow in — the poor lad has to leap across horrifying ravines, fight moving statues, and solve strange puzzles in order to save the day. When other boys his age are busy learning to tie knots or helping old women across the road, young James has to save the world!

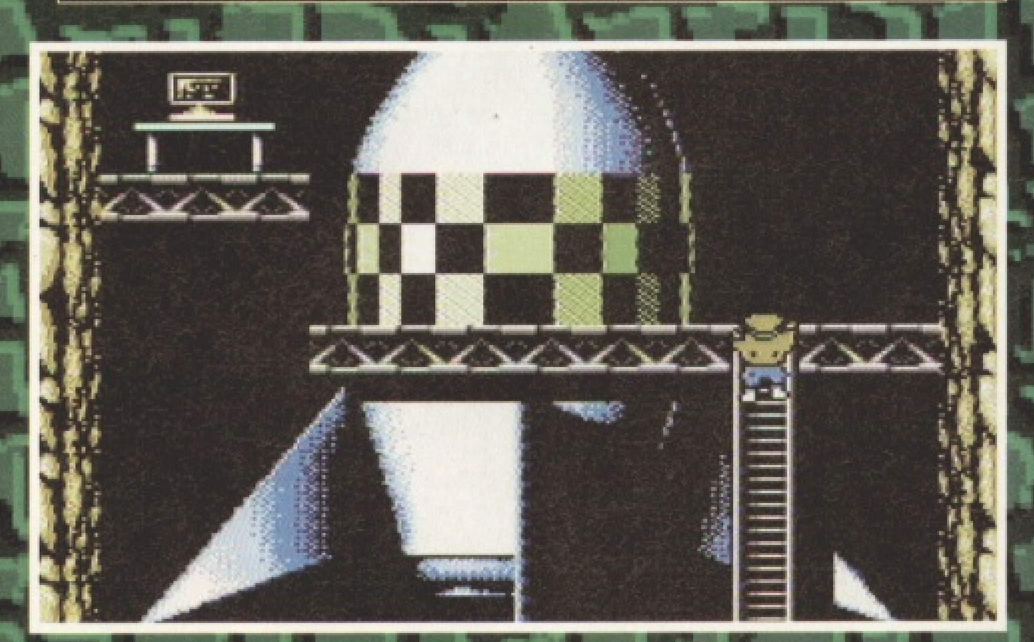
As NES platformers go *James Bond Jr* is exciting enough to hold your interest for more than two minutes — just! There are loads of well-designed levels and plenty of bad guys and guard dogs to blast, but the action is just so boring!

The first mission is promising — the sliding tile puzzles start off a little easy but get progressively trickier. However, after this level the action goes downhill.

The graphics are okay — quite well animated and very colourful but the sounds are nothing special — more a collection of tinny bleeps than an action-packed accompaniment!

Unless you're a big Bond fan, stay well away from this below-average and instantly-forgettable game.

MILO 49%



To reach the giant rocket first climb the massive ladder. Press [UP] when you're directly underneath to climb — hope you're not scared of heights!

Right: Colonel Monty send James on four separate, yet deadly missions: deactivating missiles; opening a safe; destroying six machine chambers; and rescuing the six captured scientists.






N-FORCE
100% FOR YOUR NINTENDO!
GAME-FIEND ACTION
AT YOUR FINGERTIPS!
OLIVER FREY



BEAT-'EM-UP

SNES

AVAILABILITY

Producer: .... IGS
Supplier: .... Krazy Konsoles 0422 342901
Price: £49
Status: .... Japanese Import

OPTIONS

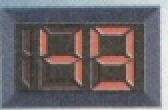
Players: .... 1 or 2
Continues: 3
Skill levels: 4
Extras: .... 1-9 lives

FIRST GLANCE

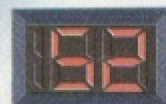
CHRIS: "Hmm. It's a badly converted Amiga game — a real let down!"

NICK: "Slow and boring beat-'em-up. A waste of a great film licence."

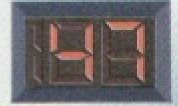
CARL: "Dire and vile. One of the worst licences I've ever seen on the SNES!"



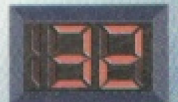
GRAPHICS Flickering sprites and boring backgrounds



SOUND Exciting soundtrack doesn't match the action



PLAYABILITY Jerky movement and awkward to get started



LASTABILITY Sit through all the game and you deserve a medal

FORCE FACTOR Doesn't live up to the block-busting licences!



ALIENS VS PREDATOR

Two of the most feared and powerful monsters take a break from filming to fight it out on the SNES. It took Sigourney over fifty years to overcome The Alien, Schwarzenegger two attempts to kill The Predator. *N-FORCE* have only one chance to beat them both...

Take two of cinema's biggest grossing titles, *Alien* and *Predator*, and convert them to a SNES game and you would expect have the most exciting film tie-in so far this year.

What you actually get is a standard horizontal scrolling beat-'em-up with the added bonus of a two-player head-to-head option — matching the might of The Predator against the wrath of The Alien in a fight to the death.

While touring space lanes in 2493 AD in search of sport, or —failing that — humans to kill, skin, and decapitate, The Predator is forced to land on a hostile planet, Vega Four, and face the toughest challenge of its life — the aliens.

In addition to kicks, punches and special moves, there are a number of power-ups to collect — throwing discs, invisibility charges and projectile weapons to name a few.

There are four skill levels and up to three continues with a maximum of nine lives for each.

The action ranges over seven levels from The City to the Hatching Area, where human colonists are held cocooned for later consumption — a sort of fridge with fingers!

Events build to a frenzy in the final level on board the alien mother ship in the middle of a meteor storm. Can The Predator save the human colonists? Should he bother? Read on…



In two-player mode, take on a mate as either The Predator or The Alien. Both have a choice of special moves like *Street Fighter II* — just worse!

ROB: 'A real let down'



With such lethal movie nasties as The Predator and The Alien, I expected a stunning and ground-breaking game. Unfortunately, *Alien vs Predator* is totally unoriginal — it's basically a standard beat-'em-up featuring two famous film monsters.

The best feature is the great atmospheric soundtrack, making the action sound more exciting than it actually is. There's plenty of activity with detailed graphics faithful to the movie but to be honest I'm very disappointed. This licence was a great opportunity to produce a top-quality game incorporating the atmosphere of two box office sensations, but unimaginative gameplay turns this potential knockout into a below average beat-'em-up.

A mission to accomplish — an item to recover for example — would inject more life, but as it stands one-player action is nothing short of monotonous.

The two-player game is much better but still unfulfilling. After months of waiting this put a real downer on my day. **ROB 41%**

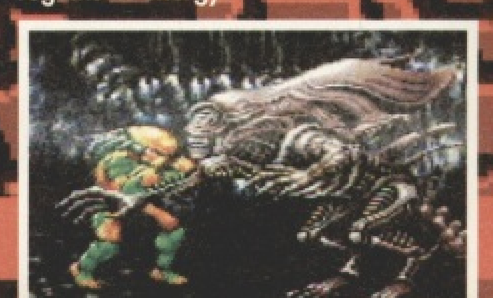


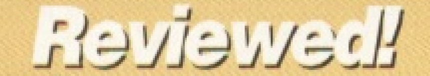
Level Two features loads of ledges filled with aliens and their offspring. Scrap it out with the bad guys and watch out for the hatching eggs!



Below: The Level One baddie looks like bad news but careful defence makes defeating him an easy task.

Stay on the left of the screen and block until it tires then attack in the lull as it regains its energy!







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PUZZLE

SNES

AVAILABILITY

Producer: .... Ocean
Supplier: .... Computer Games Shop 0743 363300
Price: £39.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... Infinite
Skill levels: 1
Extras: .... Passwords

FIRST GLANCE

ROB: *A great puzzler with lots of imagination. Challenging gameplay guarantees enjoyment!*

CHRIS: *Original twist to the conventional strategy game — definitely no push over!*

CARL: *Terrific teasing toppler — non-stop domino mayhem for all the family!*

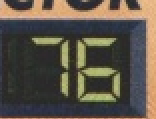

GRAPHICS 72
Small sprites with detailed backgrounds


SOUND 74
Jumpy tunes play along in the background


PLAYABILITY 79
Rules and controls and simple to grasp


LASTABILITY 82
Excellent variety of puzzles

FORCE FACTOR 76
A clever and original puzzler — frustrating yet addictive



PUSH OVER

The latest puzzling brain teaser to be released on the SNES involves domino toppling. It may sound easy but be warned, this game is harder than it looks — definitely no push over!

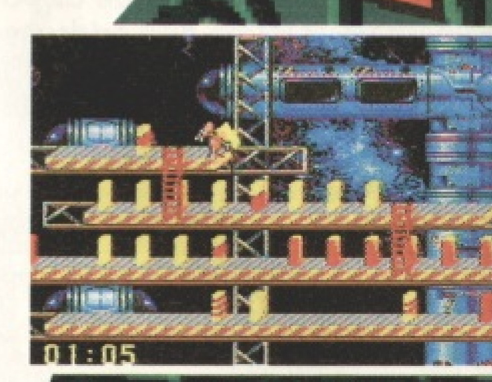
In this tactical domino-toppling game, you take the part of GI Ant — a soldier ant with a problem. While digging his way to Captain Rat's treasure caves, he stumbles into the Domino Domain, a land where animals are topped if dominoes aren't toppled!

The game consists of nine worlds, and a varying number of levels featuring a single puzzle which, when completed, reveals a password to the next level. Puzzles get harder, and time available to solve them reduces, the further you get.

So, what are the puzzles? These tricky tests take the form of domino-toppling exercises — push one and watch the rest fall down. Knock down a couple of thousand and you might earn a place in the *Guinness Book of Records*!

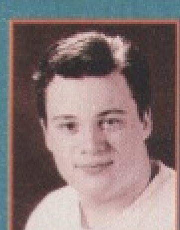
It sounds simple enough, but there's a catch — the dominoes need rearranging so they all fall when the lead domino is pushed and most importantly, the Trigger block falls last. To make things more complicated, there are ten types of domino ranging from Ascenders that float up the screen to Tumblers that topple until stopped by a fallen block.

With passwords for each level completed and unlimited continues there's no pressure to finish the game. But be prepared for plenty of headaches along the way!



Rearrange blocks by lifting them up and carrying them up and down the ladders. The trigger block (bottom left) must fall last.

NICK: 'The next *Lemmings*!'



Get ready to blow your brains out because this game needs some thought! It's a cross between *Lemmings* and *Domino Rally*, the domino-toppling toy where the pieces never stand up! Simple presentation and straightforward rules make it easy to start playing and the password system ensures you never get the frustration of repeating levels.

The tiny sprites look strange at first, perhaps because *Push Over* was originally designed for the Amiga. Despite this, the thought-provoking gameplay makes a refreshing change from endless shoot-and beat-'em-ups.

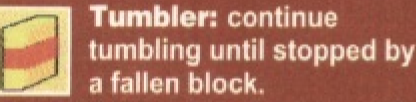
The puzzles vary in difficulty from Level One — a piece of cake — to incredibly-complex designs taking ages to solve. The programmers even blank the screen if [PAUSE] is pressed so there's no taking time out to think things over! All this brain-boggling action is accompanied by a variety of twiddly tunes that drive you up the wall!

Push Over doesn't use the SNES to the full but anyone, especially fans of *Lemmings*, looking for a challenging puzzle game are going to find it right here!

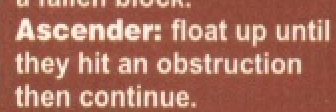
NICK 74%

The doors stay closed if you fail to knock over the trigger block (far right) Skip a level by cashing in one of the tokens awarded after each successful toppling session.

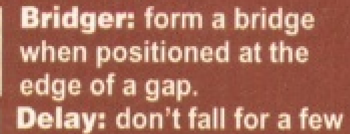
DOMINO DANCING

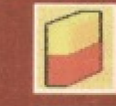

Standard: fall just once, unless dropped off a ledge or stairs.

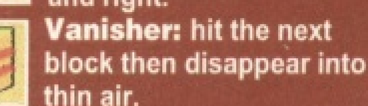
Tumbler: continue tumbling until stopped by a fallen block.

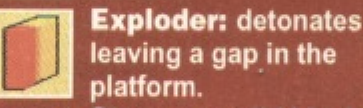

Ascender: float up until they hit an obstruction then continue.

Bridger: form a bridge when positioned at the edge of a gap.

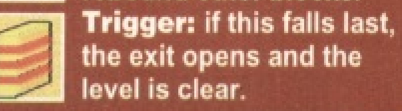

Delay: don't fall for a few seconds causing the hitter to rebound.

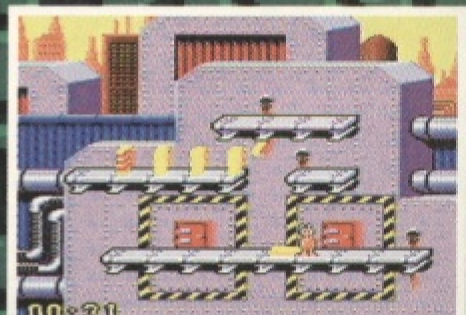

Splitter: divide in two hitting blocks to the left and right.

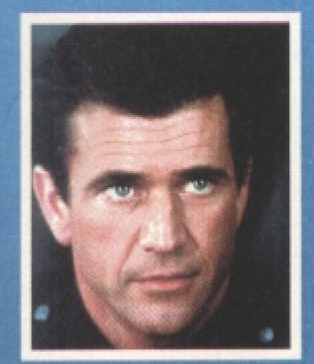

Vanisher: hit the next block then disappear into thin air.


Exploder: detonates leaving a gap in the platform.

Stopper: solid blocks that don't topple — rebound other blocks.


Trigger: if this falls last, the exit opens and the level is clear.





COP THIS!

How do ya fancy winning some real L.A. gear? Those cool dudes at Ocean are offering you the chance to win Lethal Weapon games, videos and — get this — the jacket off Mel Gibson's back...



Life for LA's best-paid cops Riggs and Murtaugh is never dull. Wherever they go, South African terrorists are never far behind. And now all the thrilling action of the *Lethal Weapon* movies are captured on the SNES, NES and Game Boy.

To celebrate the release of *Lethal Weapon* on all Nintendo formats, we kidnapped Ken Lockley — the guy from Ocean who visits all the magazines — and held him to ransom. He must be worth an absolute fortune because Ocean gave us a massive pile of *Lethal Weapon* goodies. And being a generous bunch we're giving you a chance to win the lot. We've got...

- A super-amazing *Lethal Weapon 3* Jacket — exactly the same as one worn by Mel Gibson.
- 5 SNES copies of *Lethal Weapon*.
- 5 NES copies of *Lethal Weapon*.
- 5 Game Boy copies of *Lethal Weapon*.
- 5 *Lethal Weapon 3* videos — for runners up over 15.
- 5 *Lethal Weapon* T-shirts - for runners up.

You could be one of the lucky 25 readers to get their mitts on these fantastic prizes. But how — you cry! Well, just answer the questions on the coupon and send it to
LETHAL WEAPON COMPO,
N-FORCE,
Europress Impact,
Temeside,
Ludlow SY8 1JW.
The closing date is April 8 1993.



Lethal Interrogation!

1.Who plays Leo Getz in Lethal Weapon 3?
a. Joe Pescig ❒
b. Joe Dolci ❒
c. Joe Bloggs ❒

2. What country does Mel Gibson come from?
a. Austria ❒
b. Australia ❒
c. The Falkland Islands ❒

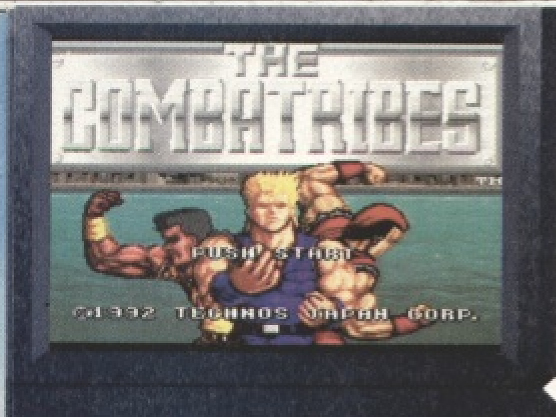
3. How many Lethal Weapon films have there been
a. 1 ❒
b. 2 ❒
c. 3 ❒

Tick the box against the game format you want —
I own a SNES ❒
I own a NES ❒
I own a Game Boy ❒
I own an Amiga — you are very sad and why are you entering this compo?

Name ....
Address ....
....
....
Postcode ....
Age (If you are under 15 you will have to get your mum or dad (but not your best mate or big brother) to sign here ....

I consent to my son/daughter receiving a copy of Lethal Weapon 3 (BBFC cert 15) if he/she is a runner-up in this competition.
Signed ....
Relationship ....
(eg mother)

Remember the editor's decision is final and he will not enter into any correspondence because he's dead hard and any way he can't write.



BEAT-'EM-UP

SNES

AVAILABILITY
Producer: .... Technos Japan Corp.
Supplier: .... Krazy Konsoles
.... 0422 342901
Price: £44
Status: .... Japanese Import

OPTIONS
Players: .... 1, 2 or 2 vs
Continues: 3-7
Skill levels: 2
Extras: .... 2 player hit on/off

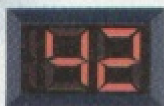
FIRST GLANCE

NICK: "Garish graphics and a lack of decent moves make this a real stinker!"

CHRIS: "Deformed sprites and repetitive gameplay — definitely one to avoid!"

CARL: "Horrible! I'd rather eat my own bogeys than play this for half an hour!"

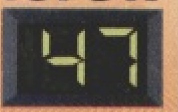

GRAPHICS 39
Very poor — lots of bad animation


SOUND 42
Slightly more exciting than the graphics


PLAYABILITY 58
Easy to get into but repetitive


LASTABILITY 46
A variety of levels but most lack excitement

FORCE FACTOR 47
A below average beat-'em-up to stay well clear of.



Forget the boring old days of Apache Indians and denim-clad Skinheads, there's a new combat tribe in town — meaner, dirtier and with much more interesting haircuts. *N-FORCE* battle it out with the latest hard-hitting beat-'em-up.


Arghh! One dude to avoid is the geezer with the plank. He takes great pleasure in beating you around the screen!

COMBAT TRIBES

Combat Tribes is a horizontally-scrolling beat-'em-up, in the same vain as the *Double Dragon* series. In one- and two-player modes the aim is to beat six shades of fairy dust out of the hundreds of sleaze bags determined to slice 'n' dice you into a human kebab.

You begin unarmed but there are plenty of items — such as knives, baseball bats and wooden planks — to pick up along the way and hurl at the oncoming attackers.

Each players' health is represented by an energy bar. When the bar reaches zero the player dies. To replenish energy grab the power-ups scattered along the way.

With so many enemies to overcome it takes one helluva guy to make it through alive. Luckily, there are three heroic warriors to choose from — Berserker, Blitz and Bullova.

Each has differing strength and special moves include banging opponents' heads together, swinging them around by the feet and stamping on vital organs — ouch! Each special move is made by a combination of joypad moves and button presses which need practice to perfect but have amazing effects once mastered!

Another good touch is the continue option allowing players to change characters during the action. In two-player mode, there are six bad guys to choose from — L. Fish, G. Terror, Salamander, Fats, K. Clown and S. Freaks — each with special moves.

Can the three heroes overcome the massive odds and make the city a scum-free zone? There's only one way to find out!



The random fire (above) that comes out of the ground in Level One is deadly.

Below: Level Two, The Demon Clowns, certainly lives up to its name!



ROB: 'Awful graphics!'



As soon as I saw the intro to *Combat Tribes* I had a bad feeling — I was right! There's absolutely nothing new in gameplay, the whole thing lacks any inspiration and quite honestly doesn't make you want to give it a second go.

The graphics are old hat and badly done — the characters' heads are out of proportion to the rest of their bodies, making the whole thing pretty naff! The sound is so drab and forgettable that... err... I've forgotten it!

In all, *Combat Tribes* is a disaster of a game and gives me a terrible feeling every time I look at it — yeuch! **ROB 43%**



BARBIE

PLATFORM

GB

AVAILABILITY
Producer: .... Hi Tech Expressions
Supplier: ...... The Computer Game Shop 0743 363300
Price: £24.99
Status: .... USA Import

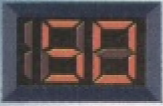
OPTIONS
Players: 1
Continues: 3
Skill levels: 1
Extras: .... None

FIRST GLANCE

ROB: "One of the slowest, most boring games ever to appear on the Game Boy"

NICK: "Almost exactly like the NES version — and that was a steaming pile of cack!"

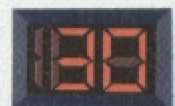
CARL: "Sexist tosh of the worst sort! Women should never star in video games — this a man's world!"



GRAPHICS
Barbie looks great but backgrounds are bad



SOUND
A host of instantly forgettable tunes



PLAYABILITY
Easy controls but tedious gameplay



LASTABILITY
Seven stores but little new to offer

FORCE FACTOR
A fun idea let down by poor gameplay and bad lastability.



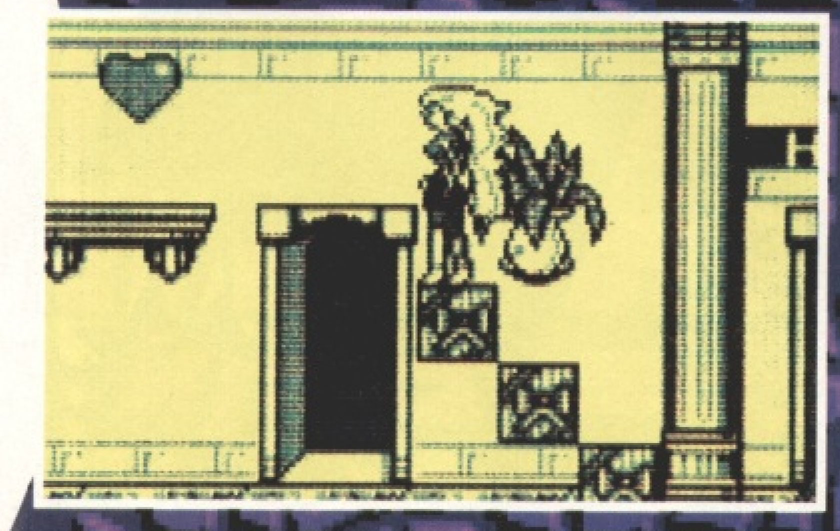
Get out the gold credit card — Barbie's in town and this babe was born to shop!

B*arbie* is a platform game with a difference — the aim is to make sure the blonde bombshell arrives in time for her dream date with cuddly Ken at the fabulous Skyline Terrace restaurant!

Of course to make the right impression, she needs a new outfit — that means matching shoes, handbag, nail varnish, hairspray, contact lenses — you get the picture! So — credit card in hand — Barbie begins a shopathon through a host of exclusive stores in search of fashion-ups to help improve her image.

Each of the seven shops in the Dream Mall has its own surprises — many are filled with life-draining hazards. Barbie begins with five life units — when they are the lost, the game is over and Ken is left paying the bill!

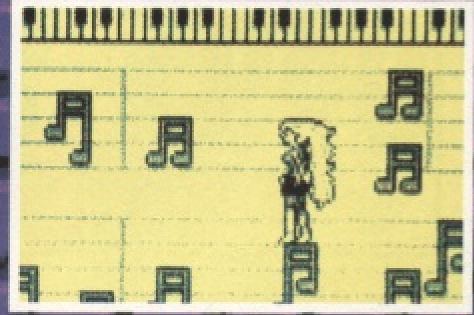
Pressing [A] makes Barbie jump or swim faster — in one section she's a mermaid! — and [B] fires gems or throws coins at enemies. Can Barbie make it to the restaurant on time? Or will Ken be dining alone?



Oh good golly! Poor Barbie's in a right old pickle. Sadly, jumping is pretty difficult when you're a doll — joints seize up and your arms tend to fall off!



Barbie pops into the toy shop for a new dress and a pressie for Ken!



It's like music to her ears! Barbie leaps from note to note like a real stunt doll.

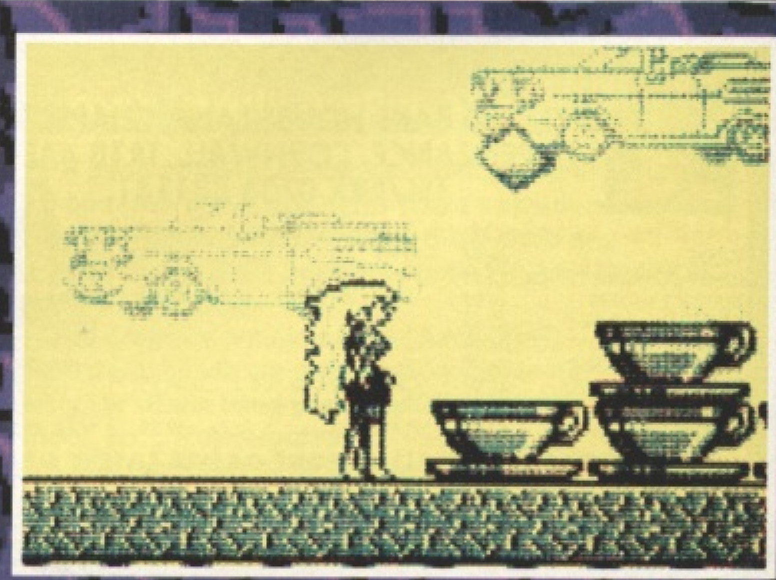
MILO: 'Nice dress — awful gameplay!'



My goodness! All I can say is Barbie must really fancy her chances with crystal Ken if she's prepared to fight through life-threatening shops!

One thing I noticed — Barbie's taste in clothes has improved over the years! I remember when she dressed in the most horrible garments known to man — check out Groovie Barbie — now she turns into a mermaid and wears revealing miniskirts!

Unfortunately, the game is not as glamourous as its subject — action is extremely dull, lastability is very poor, animation is slow and the music is awful! Unless you've a Barbie fixation — in which case you should see a doctor immediately — stay well away. ***ASHLEY 39%***



Anybody fancy a cuppa? The Soda Shoppe is a really tough level — NOT! Use the teacups as platforms and grab the sugar lumps!

IT'S THE TOPS!

SPECTRA VIDEO



It's your lucky day! We've got £350 worth of the hottest limited-edition programmable joysticks to give away — get a load of this...

Wow! It's amazing — just like the arcade. New from joystick specialists Spectra Video is the TopFighter — a unit designed to take the stress out of *Street Fighter II*.

Up to seven combinations or moves can be pre-programmed into the TopFighter's memory. To replay a combination simply press one of the three action buttons — no more fumbling for Dragon Punches and Spinning Pile Drivers!

There's more! Other features include a five-speed slow-motion/speed-up mode and an auto-fire option, all housed in a sturdy arcade-quality case.

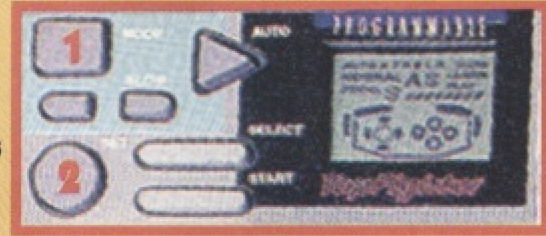
The TopFighter is a limited-edition controller retailing at £69.99 but don't we've five — count 'em, FIVE! — to give away!

To win one of these amazing joysticks just answer the three questions on the coupon. Fill in your name, address and postcode and send your entry to — TOPFIGHTER COMPETITION, N-FORCE, Europress Impact, Temeside, Ludlow, SY8 1JW. All entires to arrive no later than April 8 1993.

The A1, A2, and A3 action buttons store three different moves. There are two different programme modes allowing a total of six special combinations.

No pain — all gain!

The TopFighter takes all the hassle out of playing *Street Fighter II*. Check out this step-by-step guide to programming in one of Ryu's special moves — a Dragon Punch.



1) Select PROG 1 or 2 by pressing MODE (button 1)
2) Press SET (button 2) to start learning.
3) Select which action key the sequence is to be stored on — let's say we're going to use A1
4) Input the sequence — in this case [RIGHT], [DOWN], [DOWN-RIGHT DIAGONAL] and a punch button.
5) Press SET (button 2) to end the sequence.

It's as easy as that! Now whenever you want to perform a Dragon Punch just press A1 — no more finger-twisting nightmares!

Answer quick and win a stick!

1. Which company distributes the TopFighter joystick?
a. Tate and Lyle ❒
b. Huntley and Palmer ❒
c. Spectra Video ❒

2. How much does the TopFighter cost?
a. £69.99 ❒
b. £6.99 ❒
c. £699.99 ❒

3. Which of the following is NOT a SNES game?
a. Twister ❒
b. Cluedo ❒
c. Monopoly ❒

Name ....
Age ....
Address ....
....
....
Postcode ....

Remember, the editor's decision is final and no correspondence will be entered into because that's just the way life is.
If you don't want mail from any other companies tick the lil' box ❒

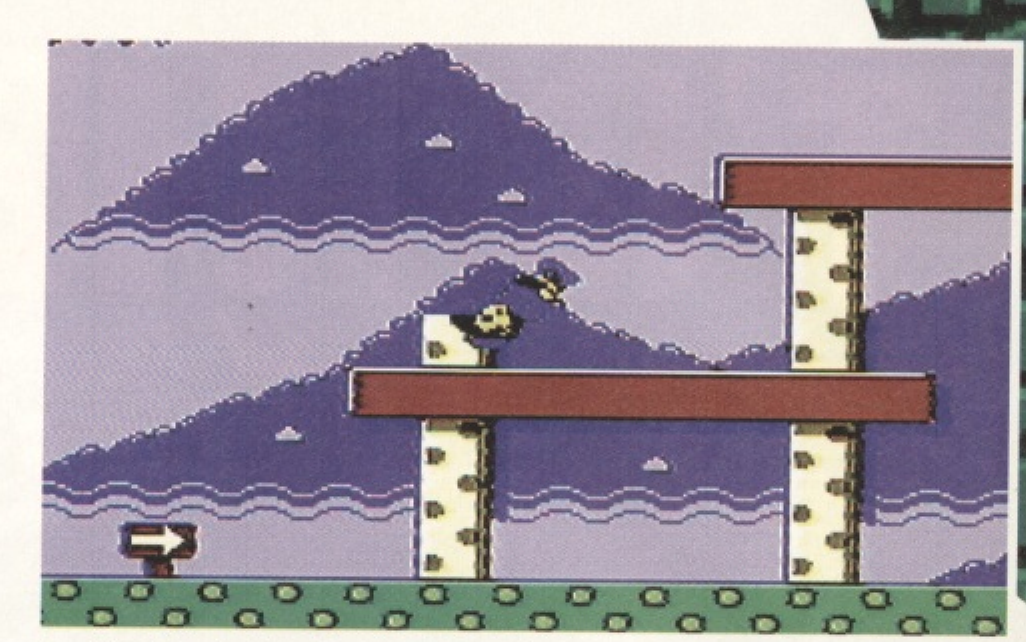


The golden arches are crumbling — there's a thief in McDonaldland! Hamburglar's on the rampage and only two cool kids can stop him. For some tasty action check this out...

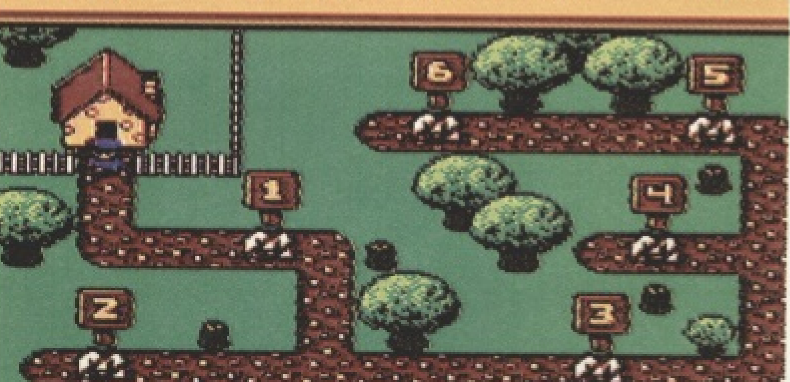
McDonaldland is a horizontal-scrolling platform/collect-'em-up featuring two young dudes — Mick and Mack. One day — while performing magic tricks at a picnic — Ronald McDonald's magic bag is stolen by the dreaded Hamburglar. The evil thief then disappears leaving only a trail of puzzle cards behind him.

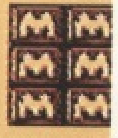
Mick and Mack — now transformed into the MC kids — set off to collect the puzzle cards, track down Hamburgler and return Ronald's magic bag. Each level is filled with a selection of nasty enemies out to stop the kids.

Finding Hamburglar means travelling through all the stages of McDonaldland — each sub-divided into levels. The aim of the game is to search the levels for puzzle cards and give them to Ronald who then takes you to the next stage. The number of puzzle cards needed to complete a level increases the further into the adventure you get.



Level One is a cinch! Follow the arrow and jump on the platform. Just to the right is a Spinner — run across it at full speed and Mick and Mac turn upside-down.





This is the map screen of the first land — Ronald's Clubhouse. Four of the six puzzle cards (top right) need to be found to complete the land.

NICK: 'Some great touches'

When this cart arrived I thought 'Great! Where are the free Big Macs?' To my dismay there were none in the pack — I suppose they would have gone cold anyway! As for the game, I thought is was going to be just another trashy platform adventure — but how wrong I was!

McDonaldland combines the best elements of many platform games and has some great new ideas of its own. Levels are laid out on a map screen in a similar style to the *Mario* series and each holds plenty of platforms, bonus M icons and monsters.

I particulary love the clever use of blocks throughout the game — run into a special brick, the character flips upside down and gravity is reversed — a great effect!

The intro screen shows an animated sequence starring — you guessed it — Ronald McDonald with Mick and Mack! These sequences work really well providing a rest from the action and an impressive visual distraction.

Good games on the NES don't come along very often so make the most of *McDonaldland* — if you've completed the Mario games, give this a go! **NICK 80%**

McDONA

KROSS REFERENCE

Ever wondered at the remarkable similarity between Mick and Mack and the two young American rappers Daddy Mack and Mack Daddy — better known as Kriss Kross?
Rumour has it, the M.C. Kids are actually based on the young chart stars!
Whatever next — a game starring Right Said Fred or Take That!
Don't laugh, it could be true!





CHRIS: 'A great laugh!'



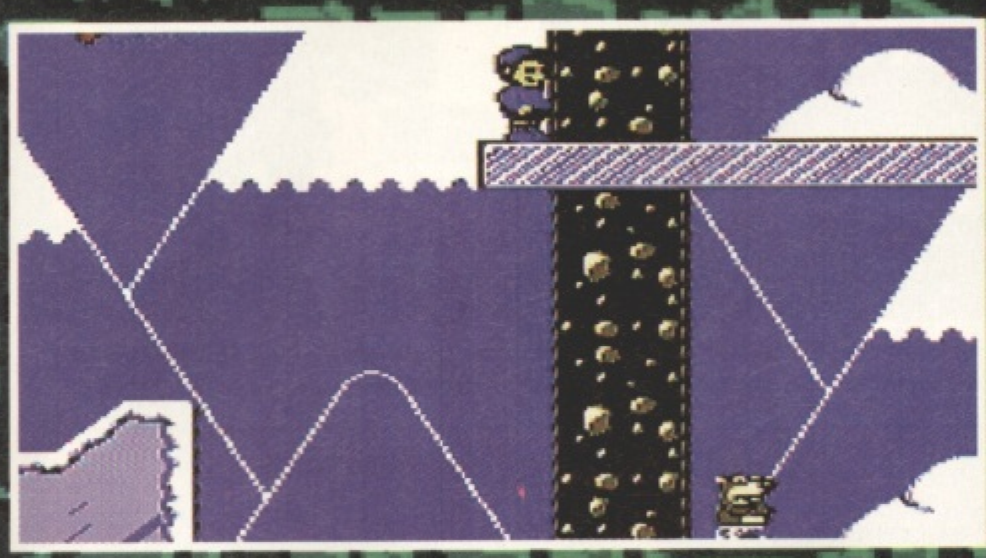
Take one clown, two kids, four magic cards and eight bits of technology, put them all together and you've got one of the best games to come out on the NES for ages! Okay, I know what you're thinking — not another NES platform game. Well, you're right — this *is* no ordinary title!

Beneath the the traditional bounce-'n'-bop Mario-style exterior is an original game bursting to get out. The inventive use of gravity blocks adds another dimension to gameplay and the McDonalds licence ensures an extra big helping of fun.

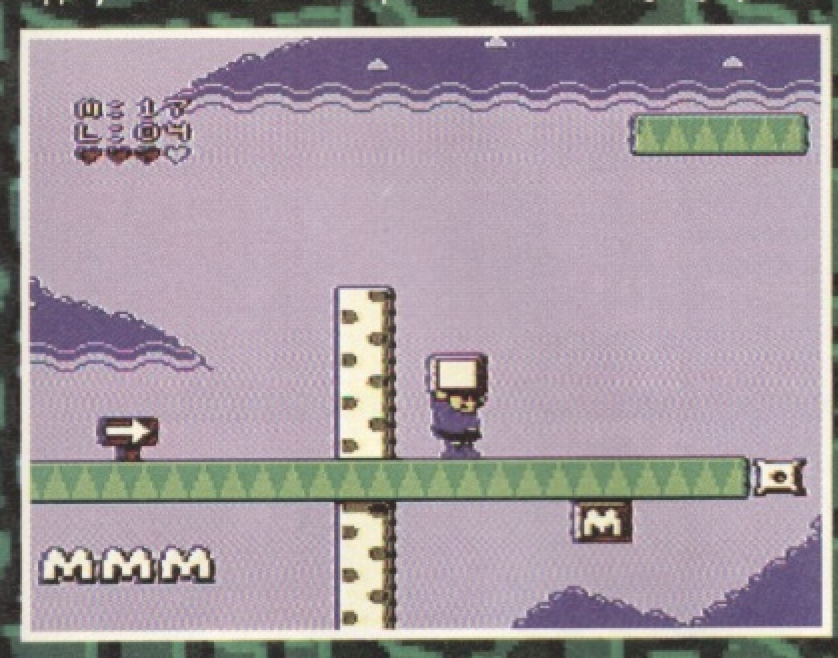
The graphics are nothing spetacular but the colourful backgrounds are consistent with McDonalds' image. Don't expect a wonderful soundtrack either — music has never been very good on the NES and the *McDonaldland* accompaniment is another in a long line of blippy and annoying theme tunes — my advice is turn it off!

Despite these niggles, gameplay is very good indeed and — as the challenge is pretty tough — lastability is high. *Mario* fans beware — there's a new kid on the block!

CHRIS 82%



The action gets a lot tougher — and colder — in Level Two. This ice bridge is very slippery so be careful — one slip and Goforit is waiting to get you!



To reach the golden arch below the platform, run across the Spinner. Objects can be thrown by pressing [B] — to throw in the air press [UP] and to throw directly at the ground press [DOWN].

YOUR GUIDE TO McDONALDLAND



Hanging Harry: this nasty web-head spends his time hanging from trees — duck to avoid him.



Putt: this dizzy bird flaps around the screen creating all kinds of fuss — chuck a block at him.



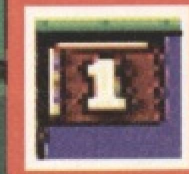
Draggie: this slow-coach is simple to avoid — a running jump leaves him trailing behind!



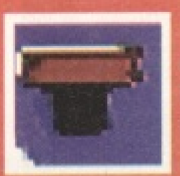
Gnash: one bite from this vicious fish is deadly. Watch out for him in the water sections.



Goforit: this busy little creature spends his entire life chasing you around McDonaldland.



Extra life: search for 1-UPs in hidden places — each gives an extra Mick and Mack character.



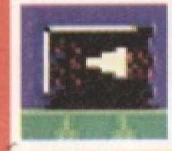
Springboard: jump on these for a flying leap — ideal for reaching seemingly-out of reach ledges.



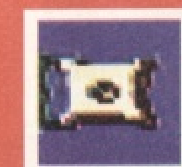
Golden Arch: find 100 of these to play a bonus game — there are five extra lives if you win!



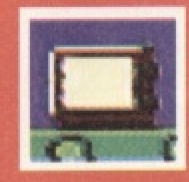
Puzzle Card: gather a specific number of these to complete a land — there are 42 cards in all!



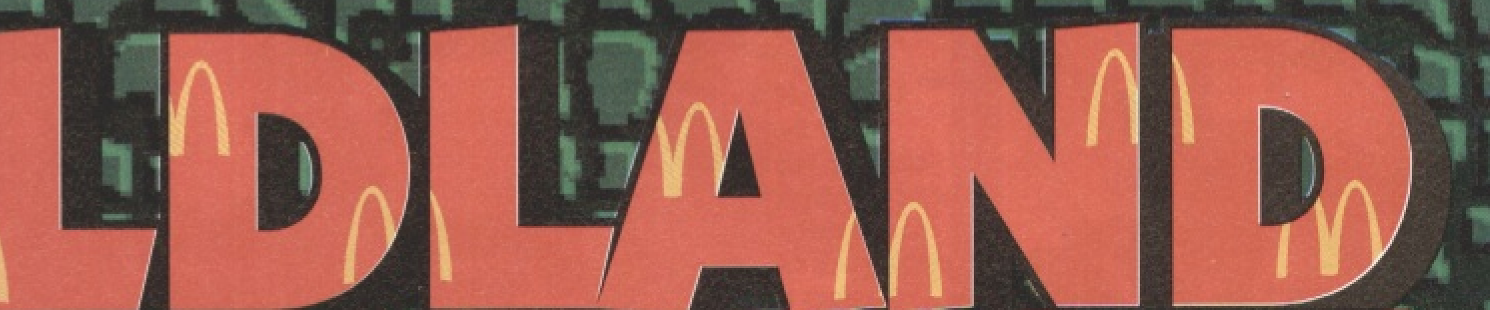
Reverser: touching one of these sends you spinning all the way back to the start of the level.



Spinner: found at the end of walkways in the sky — run at them and they turn you upside down.



Block: pick these up and throw them at enemies or use them to build helpful platforms.







PUZZLE

GB

AVAILABILITY

Producer: .... *Ocean*
Supplier: .... *Ocean*
061 832 6633
Price: *£24.99*
Status: .... *OFFICIAL UK RELEASE*

OPTIONS

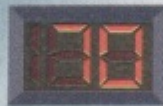
Players: *1*
Continues: .... *Infinite*
Skill levels: *4*
Save option: .... *Passwords*

FIRST GLANCE

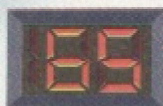
NICK — *"It's amazing — they've managed to fit the game into the Game Boy!"*

CHRIS — *"An excellent conversion — pity there are only 14 Lemmings though!"*

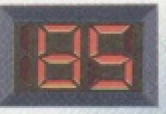
CHIKE — *"I love Lemmings on every format it's been on, and this is no exception!"*



GRAPHICS
Tiny sprites are unclear against the backgrounds



SOUND
A collection of chirpy but bippy melodies

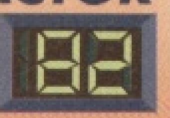


PLAYABILITY
Good to control but a few scrolling problems



LASTABILITY
A tough challenge — password system helps!

FORCE FACTOR
A good conversion let down by small sprites.



LEMMIN

Basher? Bomber? Builder? Blocker — arrgh! Those crazy kamikaze Lemmings are back driving hand-held puzzle fans absolutely bonkers.

The life of a Lemming is a sad one — get up in the morning, go to the nearest cliff and throw yourself off! Not much fun really — unless you're into video games!

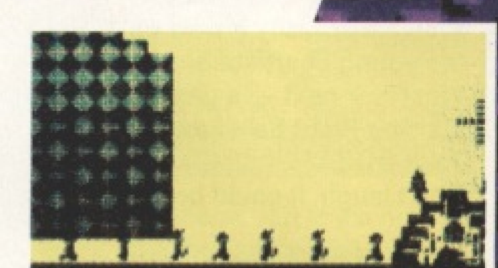
Many years ago, some anorak with an Amiga and a conscience had the bright idea of a strategy game based on saving a group of Lemmings. As mad as it sounds the game — imaginatively titled *Lemmings* — was a huge success and has since appeared on virtually every game format.

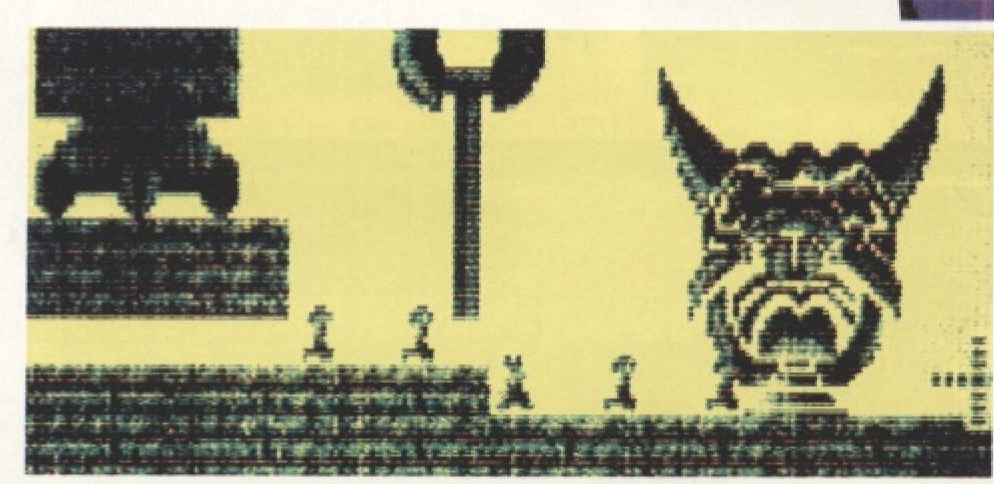
The player's aim is to solve puzzles in order to save Lemmings — the number of Lemmings needed to complete the task is shown at the start of each level. Every Lemming plays its part — each can be turned into a climber, floater, blocker, bomber, builder, miner, basher or digger.

There's an inventory at the bottom of the screen highlighting the different characters and a number showing how many of each Lemming type is available.

Selections are made using a cross-hair controlled with the direction pad — to turn a Lemming into a floater, select the floater icon then position the cross-hair on the Lemming you want to transform — it's as easy as that!

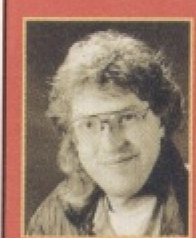
Each level has a password to record your progress and there's a difficulty setting to cater for all skill levels ■





Guide the suicidal rodents to safety by solving the puzzles. Converting *Lemmings* to the Game Boy is a great achievement but unfortunately there are only 14 sprites.

CARL: 'A brilliant conversion!'



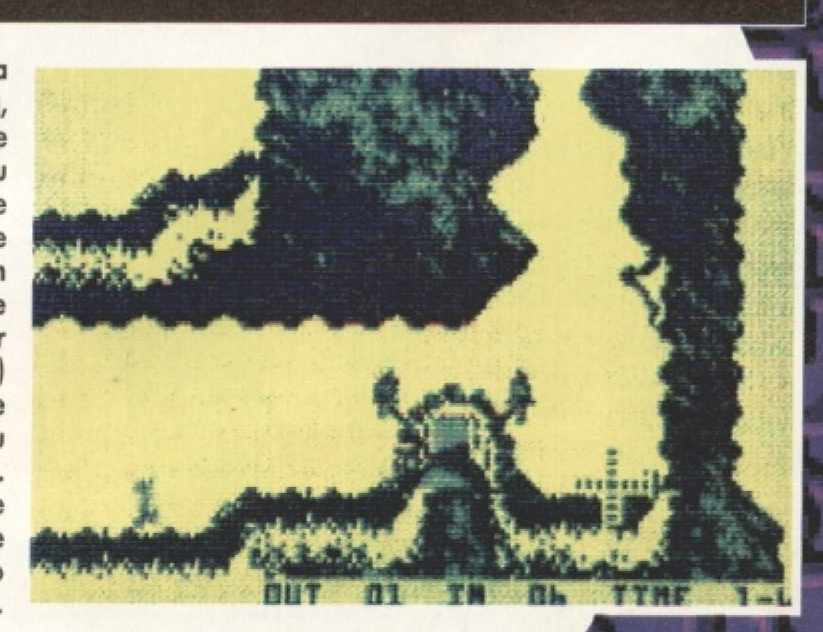
Arrgh! It had to happen, those mindless creatures with a total disregard for personal safety are on the green screen at last. Apart from the colour — or lack of it — there's not much difference between this and other console versions.

The object is still the same and on the Mayhem difficulty setting, so's the outcome — hair pulling, jumping around in frustration and quite probably lots of bad language!

The only major change is there are only 14 Lemmings making quick thinking essential. Apart from this minor niggle Game Boy *Lemmings* is as addictive, frustrating, and funny as any version I've played.

A must for all Game Boy owners — even if you don't usually like puzzlers give this a go. A great conversion of a classic game!

CARL 91%



To transform a Lemming, select the character you want from the icon bar (see box), then position the crosshair (bottom left) over the Lemming you want to change. To complete the puzzle, guide the Lemmings to the door.

NGS

ROB: 'Tiny sprites are disappointing'



Everybody knows the tragic life-cycle of Lemmings — no sooner are they born then they go leaping off a bloody great cliff! The poor creatures should get councilling from the Samaritans!

To play the game properly you need a magnifier — the Lemmings are so tiny and hard to see against the backgrounds that it's a tougher challenge than usual to save them!

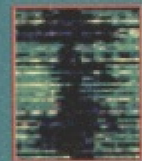
Cursor control is easy but the music and sound FX are a disappointing collection of beeping melodies. I've mixed feelings about this title — gameplay is great but the miniature sprites stop me from giving this a higher score.

ROB 73%

WHO'S WHO?



Climber: makes a Lemming climb up any wall he finds — but he jumps when he reaches the top!



Floater: gives a parachute so the little critters can jump off high ledges without dying.



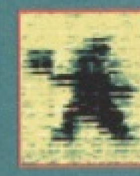
Bomber: if you need to blow a hole in a wall, sacrifice one of the group to an explosive death!



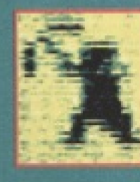
Blocker: these guys stick their arms out in both directions preventing anyone from passing!



Builder: cross seemingly-impossible gaps by getting these clever guys to build a bridge.



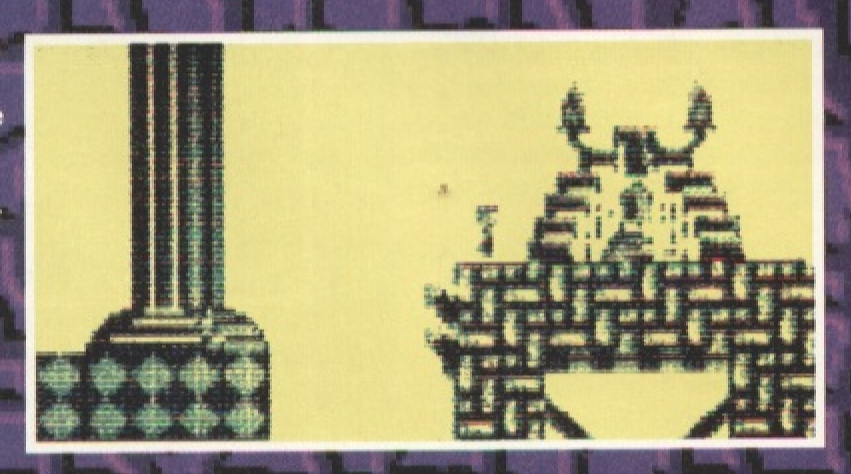
Basher: these hard workers burrow through rocks and earth creating a handy tunnel.



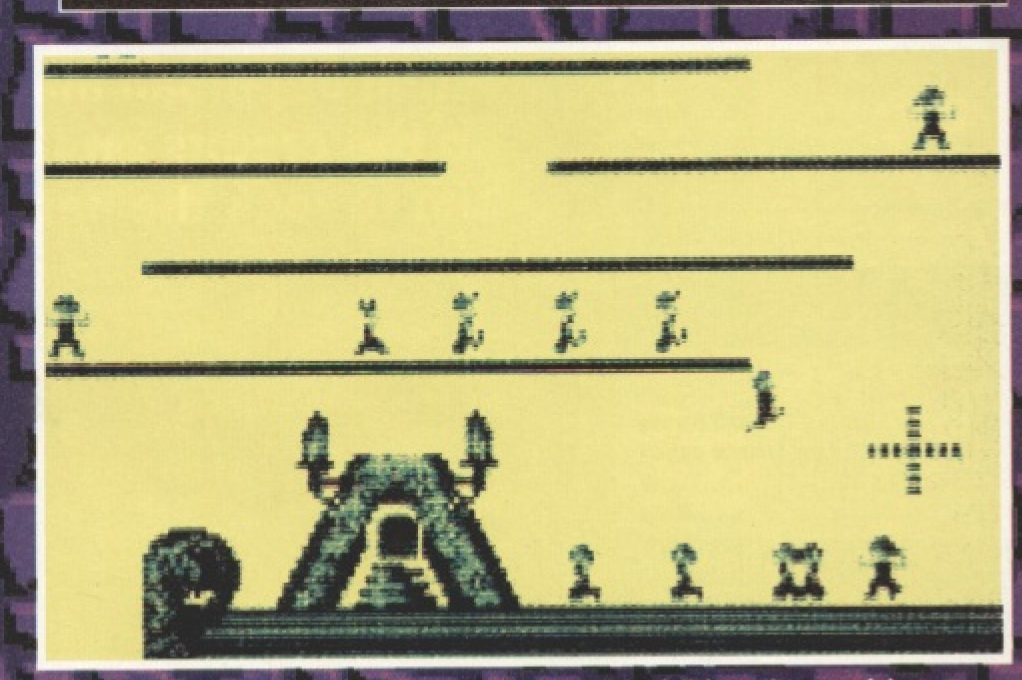
Miner: Create passages diagonally downwards by pick-axing through the ground.



Digger: these guys are tops when it comes to digging a vertical shaft straight down!



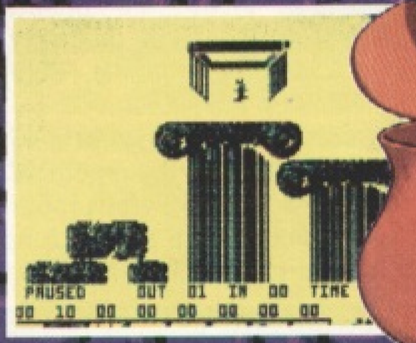
This lucky lad has finally made it to the exit! Sadly, there are no prizes for just saving one Lemming! Most puzzles need at least 50% to be saved — keep trying!



This level is tailor made for blockers. As the Lemmings fall from the top of the screen the two blockers (top right and far left) funnel them onto the platform below. The final blocker (bottom right) guides the little creatures to the exit.



Use builders to create a platform to the ledge and bashers to burrow through to the exit.







PINBALL

SNES

JAKI CR

Prepare to enter a new dimension in computer gaming. Sit back, relax and get out your best trigger finger for a round of pinball magic. N-FORCE rack up the credits on the latest silver ball sim to rock the nation.

AVAILABILITY

Producer: .... *Naxat*
Supplier: .... *Krazy Konsoles 0422 342901*
Price: *£49*
Status: .... *Japanese Import*

OPTIONS

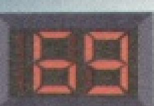
Players: .... *1, 2 or 2 versus*
Continues: .... *Last chance option*
Skill levels: *3*
Extras: .... *None*

FIRST GLANCE

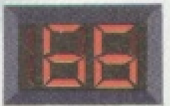
NICK: *Highly-playable pinball simulator — I disagree with Carl and would give it 61%!*

ROB: *The weirdest pinball game I've ever played Good graphics but gameplay is too static!*

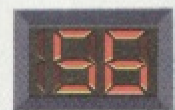
CHRIS: *Easy to get into to but the lack of screens and bonus rooms is disappointing.*



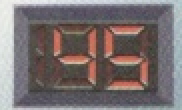
GRAPHICS *Dark and sinister with creepy animation*



SOUND *Rocky soundtrack with spooky sampled speech*

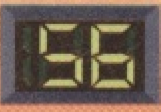


PLAYABILITY *Most of action restricted to one screen*



LASTABILITY *Blah! Blah! Blah! Blah! Blah! Blah! Blah!*

FORCE FACTOR *Too repetitive — but just like playing pinball in an abattoir!*



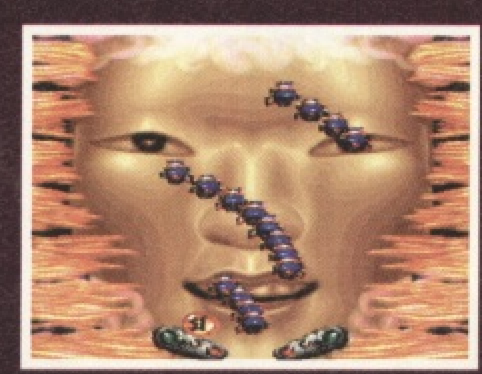
This is no ordinary pinball game — the table is alive! The *Jaki Crush* pinball experience lives, breaths and spouts out slime while balls are rebounded from every orifice.

Mutants roam about in set patterns until blasted and decapitated heads lie with their eyes and mouths open. Shoot a ball into one of the creepy cavities and the game warps into a bonus screen full of points.

Play continues in the special stage until it is completed or the ball is lost. Die before completing the warp stage and the bonus is calculated before the game returns to normal play.

The huge pinball table is split into three single-screen sections, each with a set of flippers. Controls can be altered for different playing tastes. A quick trip to the options menu allows flipper control to change from the fire button to the [L] and [R] levers.

Various factors change table conditions — the longer you survive the more pieces of bone grow out of the walls keeping balls in play. The more time a ball stays in play the bigger monsters grow and the more hits it takes to blow them away. So, all you pinball wizards, prepare to meet the table of doom.



The bonus screens show off the SNES graphics to the full. The general idea is to score as many points as possible before losing the ball.



It's getting a bit hot under the collar in this bonus screen. The background uses a wave effect to create flames — kill the fire-breathing monsters with a few well-placed ball blasts.

In this flashy bonus screen the object is to knock all the pods off the colourful monster. Grabbing the special power-ups allows two balls to be conjured up making this menace easier to deal with.



Score enough points and *Jaki Crush* enters the pinball table in a haze of smoke. This makes it difficult to see the ball but don't worry — keep on playing!



Jaki Crush uses the SNES graphic chips to create a waving effect on the ugly face. Aren't you glad you bought a SNES instead of a Sega Mega Drive?

CHRIS: 'Short on thrills!'



Jaki Crush is weird mixture of hell-'n'-fire graphics and traditional pinball gameplay. The table crawling with monsters is very atmospheric but the action is just too slow to get my adrenalin pumping. The table is well laid out and the three tiers of flippers are perfectly placed but there just aren't enough bonus rooms. And when you do finally manage to find one of these special areas, it's far too easy to die — then it's back to the beginning and a weary climb up the screen.

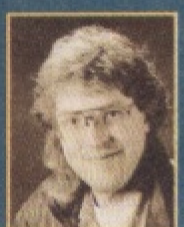
The complete playing area is only three-screens high which is a real let down and adds to the repetitive gameplay. Things do get more exciting in two-player versus mode — having someone to compete against adds the extra edge lacking in solo play, but I still have doubts over long-term lastability. Not much here for game fiends! ***CHRIS 55%***

RUSH





Survive for too long without losing a ball and the game gets really nasty. This face appears and quickly sucks away any chance of a high score!



Reach the top of the pinball table and pelt the monsters to gain points and annoy *Jaki* — don't upset him too much or he kills you!

The table has many useful nooks and crannies housing bonuses. Lodge the ball in special places and the score zooms up!

Hit the small monsters and the ball rebounds off at a random angle. You need mega-fast reflexes to stay at the top of the table.

Colour is splashed throughout the game with special translucent effects used in many of the bonus levels. Bash those monsters quick!

To reach the bonus screens a ball must be shot into a skull's open mouth. This is tricky as the huge cavities are only open for a while — most of the time it's pure luck!

Some of the graphics in the game are absolutely gross — but we love 'em! The main table looks more like the leftovers of a Sunday lunch than a top pinball game!



There are three sets of flippers on the main table all controlled by the one button. But beware — they can flip a ball down the table as well!

Embedded in this skull is the spring-loaded ball launcher. The longer the fire button is pressed the further the ball flies!

CARL: 'A flipper flop!'

Being a fan of pinball games I slammed *Jaki Crush* into the SNES the second it arrived. However, the disappointment at seeing this vile pile is hard to express —something along the lines of yeuch!

Good-looking, nicely-drawn sprites are no replacement for poor gameplay. The majority of time is spent flicking a jerky ball over three screens of repetitive hazards and a few bonus levels — a real let down!

The only thing that could save this weary title is addictive gameplay but even that is lacking — after scoring 10,000,000 and not getting a replay I gave up and never came back. Even the rocky soundtrack failed to inject any fire into my trigger fingers.

The control system is adequate at best with the tilt control not doing much except removing the screen's vertical hold.

For the price of *Jaki Crush* you can get 200 plays on a real pinball machine, if you play this 20 times I'd be amazed. ***CARL 47%***

TIPS FORCE

What a month it's been! Our hotline has been buzzin' with your cries for help — Norton's fax machine almost melted getting his tips to us and Rob had a nervous breakdown finishing our massive GODS map. Read on for a tips section so packed it should go on holiday...

SNES

NES

GB

Super Star Wars



This epic of a game is boiling over with tons of interesting cheats. Here's the first of many sent in by **E. Ugboma** of **Hampstead Gardens, London**.

In the Land of the Sand People, go to the second set of platform jumps. Jump on the first platform then fall off to the left and keep pressing [LEFT] until you get to the Cliff face. Keep pressing [LEFT] to fall into a room full of extra lives.

Kill yourself and repeat the process until you've enough lives to send the Empire running off with their tails between their legs — that'll teach them!



Mickey's Magical Quest



If you're into the world of fantasy, illusion and big ears, get yer peepers round this little tip for two extra lives sent in by **Steven Rowlands** and **Carl Wright** from **Brighton**.

After you've defeated the first end-of-level bad guy, continue through the level until you see a beaver swimming in the water. Jump into the water and swim through the dam to collect two extra lives — smart!

If your still having problems, check out part two of the complete solution on page 64 and if you missed part one don't forget back issues are available!

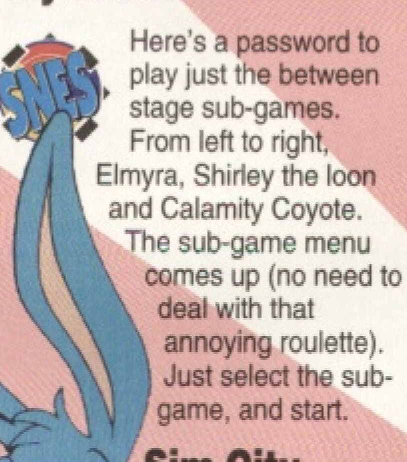


TOKYO

Norton Kai — our man in Japan — is back with more red hot tips direct from the Nintendo heartland...

Tiny Toons

Here's a password to play just the between stage sub-games. From left to right, Elmyra, Shirley the loon and Calamity Coyote. The sub-game menu comes up (no need to deal with that annoying roulette). Just select the sub-game, and start.



Sim City

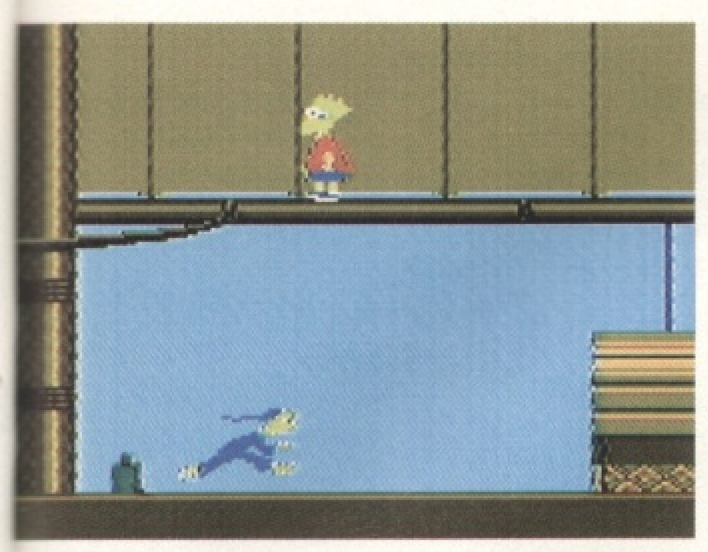
Those of you playing at being mayor of a metropolis should have realized that schools and hospitals serve no purpose. They don't help increase population and they don't pump up the land value — all they do is take up precious real estate. Worse, they could be sitting on prime land and prevent apartment blocks from being constructed.

Unfortunately, there's no way of getting rid of them — your populace build them up based on population and availability of residential space. Here's a way to put them to good use.

Whenever a hospital or school goes up, bulldoze it and any other yet undeveloped residentially-zoned land. Next, put in a single residential zone wherever you want that facility to be. The populace have no choice but to build it where you want it.

The best place for such a building is beside a major pollution area where you can use it as a buffer rather than wasting land putting in a park.

I don't know about the morality or ethics of exposing the sick and the young to heavy duty pollution, but hey — it works!



Bart vs The World



Chris Jones who's from **Oswestry, Shropshire** thinks he's found a bug in this game. On the crypt level, if you fall down the first open grave you come to and push [LEFT] you fall through the wall into a tunnel. Go left and you fall down again You can explore as much as you want, but you end up stuck.

Super Mario Kart



These are a must for all you *Mario Kart* nuts out there. First of all here are two tips sent in by the first of our N-Force T-shirt winners, **Clyde Vaughan** of **County Tyrone, Northern Ireland**.

After you've finished a one-player time trial (make sure you haven't crashed), select the replay. As you go along you can rotate the track by pressing [L] and [R].

To access the Special Cup course without winning all the other cups, select a one- or two-player time trial, move the cursor to the Mushroom cup at the top left of the screen and press [L], [R], [L], [R], [L], [L], [R], [R], and [A]. You can now choose from five new courses.

The following T-Shirt winning tip was sent in by **Wesley Gorman** from **Dundalk, Ireland**. Press [Y], [X] and [A], simultaneously when picking your driver to race as a miniature version of yourself.

TIPS



Sonic Blastman



Here's the stage select cheat. Open the option screen and move the cursor to 'MUSIC'. Select the appropriate number as shown in the following table. Keeping [SELECT] pressed, press [L], [R], [R], [L] then [START]. The game starts from the selected stage.

Stage	Music
Stage 1	2
Stage 2	3
Stage 3	4
Stage 4	5
Stage 5	6
Bosses	7
Hit stage	10



TMNT IV: Turtles In Time



To scrap with just the end bosses, press [UP], [UP], [UP],[DOWN] , [DOWN], [DOWN], [B], [A], and [B] on the title screen with Controller Two.

To select the stage, enter [LEFT], [RIGHT], [LEFT], [RIGHT], [L] and [R] with Controller Two on the title screen.

For those too inept to finish this game, grab controller 2 and key in [X], [Y], [B], [UP], [LEFT], [DOWN], [RIGHT], [R] and [L] also on the title screen. Start the game, choose your turtle and let the end credits roll.



action Replay attack!



Got a *Datel Action Replay* adaptor yet? If so, don't forget to check out our regular batch of codes designed to give you the edge. SNES codes are below with GB over the page...

Top Gear

Here are two beauties sent in by **David Nesbitt** of **Monmouth, Gwent** for infinite fuel. Nice going Dave. You win a great Action replay T-shirt.

Player 1	7E1E 63A7
Player 2	7E1E 65A7

Super Star Wars



This clever code was sent in by **Stuart White** and **Simon Ward** of **Hounslow**. Congratulations lads, you win a T-Shirt each.

Enter 7E0A 792 for infinite energy on all characters and stages apart from the last X-Wing Stage.

Contra Spirits

This brilliant shoot-'em-up is one of the best, and hardest, two-player games around. If you're having problems why not even the odds with these great codes.

Player One

Weapon One varies with X and is a Max of five (e.g. use 3 for homing) 7E1F840X

Same as above but for Player One Weapon Two	7E1F860X
Infinite lives	7E1F8A63
Infinite bombs	7E1F8C02

Player Two

For Weapon One	7E1FC40X
For Weapon Two	7E1FC60X
Infinite lives	7E1FCA63
Infinite bombs	7E1FCC02

Dinosaurs

Give Player One X amount of lives each time Action Replay is enabled 7E17310X

Gives dinosaur full energy when Action Replay is enabled. For invulnerability use both codes 7E16ED05

Tops the human player to full energy. For invulnerability use with codes above 7E176305

Sets the time to 63 seconds while Action Replay is enabled 7E0DF063

Gives XX eggs when Action Replay is enabled 7E1F8CXX

Krusty's Super Fun House

Unlimited Krusties 7E11A303

Lemmings

Replace X with a number to start a level with this number of Climbers e.g 7E009509 gives 9 7E00950X

As above but for Floaters	7E00960X
For Lemmings	7E00970X
For Blockers	7E00980X
For Builders	7E00990X

Replace X with a number to start a level with this many Tunnelers 7E009A0X

As above but for Miners	7E009B0X
For Diggers	7E009C0X

Road Runner Death Valley Rally

Unlimited energy	7E1F1E06
Unlimited lives	7E1F2001
Unlimited Turbo speed (bird speed)	7E1F1D20
Invulnerable (even when you switch the Action Replay off again)	7E1F1B7F
Always take damage	7E1F1A00
Invulnerable only while switch is up	7E1F1A02
Unlimited time (switch Action Replay off at the end of a level to continue)	7E1F8459
First flag is automatically raised	7E1FA601

UN Squadron

Gives Player One loads of money	7E00D901
Unlimited conventional bombs (when selected)	7E00DD31
Unlimited Mega Crush weapons	7E00DD02
Unlimited Thunder Lazer. All other weapons can be found using code one	7E00DD14
Unlimited fuel	7E100808



GB Action Replay Attack!

Welcome to the new section exclusively for GB owners. Grab your hand held and check out these codes.

The Addams Family
This parameter gives you XX lives (e.g. for 5 lives enter 010565C0)
01XX65C0
Unlimited energy 081F68CO
Unlimited weapon energy
013FFAC1
Level select with XX as the level
09XX69C0

Dig Dug
Infinite lives 020396C4

Double Dragon II
Unlimited lives 0203AFC6
Unlimited energy 083CB7C6

Duck Tales
Unlimited lives 01021ACA
Unlimited energy 079611CA

Gremlins 2
Infinite lives 0102C5C0
Unlimited energy 0108C6C0
Level select (X as the level)
010XA2C0
Keep the pencil weapon all the time
0A08C7C0

Spiderman
Unlimited web power 083099FF
Unlimited energy 083098FF

Star Trek
Infinite lives 01044ED1
Change X for no. of photons. Keep Action Replay enabled for unlimited photons 010X4FD1

Star Wars
Infinite lives 010392FF
Infinite energy 01085BCA

Super Mario Land
Infinite lives 010215DA
Infinite time 079901DA

Terminator 2
Energy restored when Action Replay enabled 08E0BDDB

Tetris
Stops the level increasing0101A9FF
Starts at level number X 010XC2FF
Makes the square block come down every time. If you change the second C in this parameter (4th digit) you can change it to other shapes 0C0C13C2

The Flash
Infinite lives 0103E5CO
Infinite energy 084870C1
Infinite surge power 088F71C1
Infinite time 070979C1

Tiny Toons
Infinite lives 0102C3C9
Infinite energy 0102F0C9
Infinite weapons for Bugs 0103F1C9
Infinite weapons for Daffy 0103F2C9
Infinite weapons for Porky 0103F3C9

Toxic Crusaders
Infinite energy for No-zone 040AC3C0
Infinite energy for Major Disaster
040AC4C0
Infinite energy for Toxic 040AC5C0
Infinite energy for Head Banger
040AC6C0
Infinite energy for Junk Yard
040AC7C0
Replace XX with a level number for level select 03XXABCC

You can help!!

If you've got some inside info on the latest SNES, NES and GB games why not get out your pen and paper and get to work mapping — you might even win £50! You don't have to be an artist, just get all the details and leave the rest to our clever designers. So what are you waiting for? Get mapping and win yourself some cash. All entries to be sent to TIPS FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Pit-Fighter


If you have problems wrestling your way through this brutal beat-'em-up, try this tip for infinite continues from **Peter Vaughan** of **Gt. Bentley, Essex**. Simply hold down [A], [B] and [DOWN].

Megaman 2


This tip is a bit of a mystery due to its sudden arrival on the tips' desk without a name. So thank-you, whoever you are.

To get full liquid energy simply enter A1, A3, A4, B3, C1, C2, C3, D1, D3.

Goal

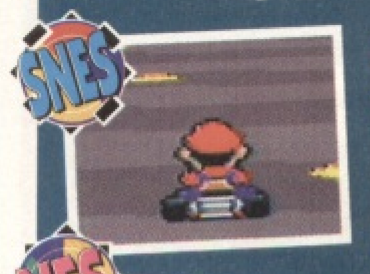

To get through to the later rounds of the tournament use the following passwords
Semi-finals: England vs Brazil GZHIKUIK
Final: England vs USSR GZHIKUIL

Little Nemo


When the title screen appears , press [UP], [SELECT], [LEFT], [RIGHT], [A], [A], [B] and a dream select suddenly appears. Now press [A] to change levels and [START] for the code to take effect.

Don't lose - choose!

Which game would YOU like to see get the full TIPS FORCE treatment? Take a look at the 3 choices below and let your fingers do the walking...



Super Mario Kart
0839 007 881

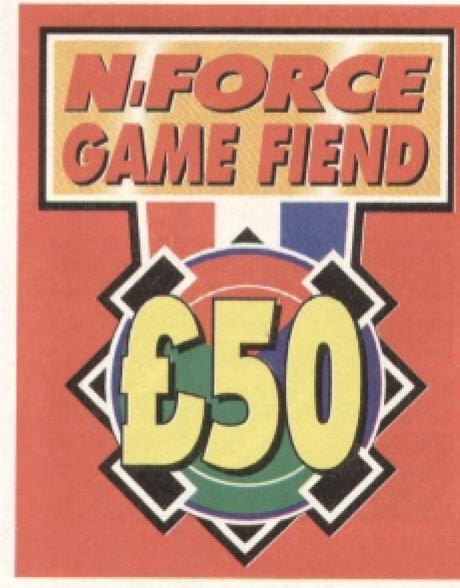


Krusty's Fun House
0839 007 882



Super Mario Land 2
0839 007 883

The game with the most votes will be tipped in the next issue of N-FORCE. Calls cost less than 10p!



Win £50!

Listen up game fiends! From next issue TIPS FORCE are giving away TWO fifty-pound prizes for the senders of the best tips of the month.

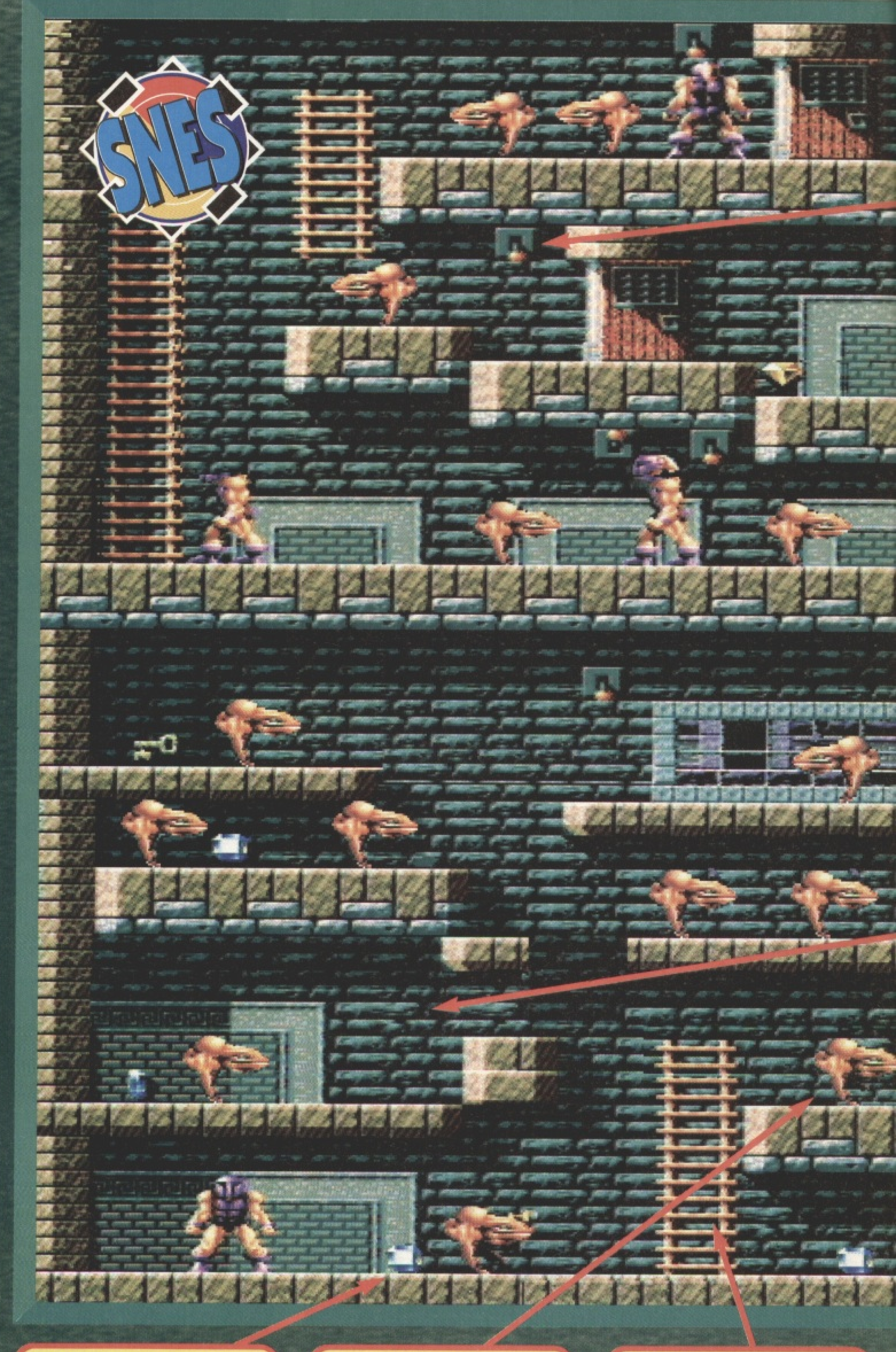
So turn your talents into cash and get to work solving your favourite games. It doesn't matter if your tips are for SNES, NES, or GB but the prize winners are more likely to be for new releases and we love maps!

Oh! One other thing — definitely no *Mario Bros 1, 2, 3, Super Mario World* and *Street Fighter II*!

GODS

N-FORCE presents a comprehensive WORLD ONE map for the brand new puzzle'n'platformer _GODS_

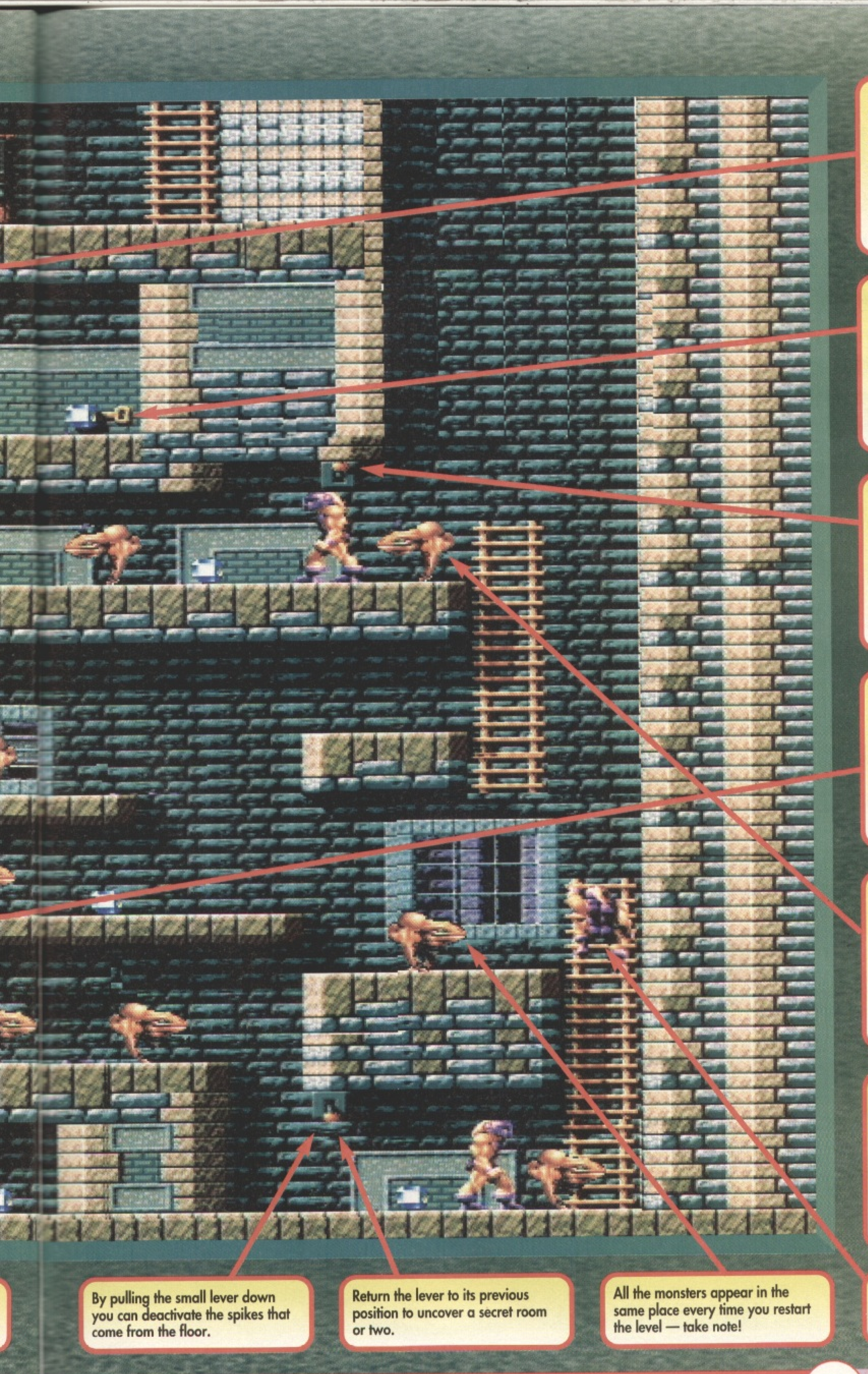
It's packed full of hints and tips to help you get to grips with the rest of the game.



At the beginning of World One run to the other end of the platform to pick up a weapon power-up.

These nasties spit fire draining your energy. Kill them and they leave a bonus gem behind.

It's a lot safer if you stay on the ladders and shoot the enemies — they can't hit you!



Experiment with the position of each lever to uncover a secret room at the end of the stage. The room is full of extra lives, gems, treasures and weapons essential for success. Open the door and a platform slides out, allowing you to cross the gap and grab the goodies.

Before you can leave World One pick up the golden world key situated in this small room. A key is needed to open the door but it is worth the search as inside you find bonus gems, bags of gold and weapons. As soon as you enter this room two monsters appear on the level above, so be careful!

Flicking the levers in different ways produces a number of different effects — monsters appear from nowhere and occasionally a chest containing treasure appears with a key to open it.
You never know what is going to turn up next so experiment with levers as much as possible.

There's another secret room accessed by altering levers. This room contains a gem teleporting you to the end of the world missing out lots of nasties.
The problem with warping ahead is you also miss out on some of the treasures and bonus gems contained in the early stages.

One frustrating point is that many of the monsters suddenly appear behind or in front taking you by surprise and reducing your energy level.
The best way around this is to memorise where the monsters appear so if you die you're ready for them when you restart.

Pick up as many bonus gems as possible because at the end of the world you receive extra lives or points.
At the end of certain worlds, a shop-keeper appears. If you have enough points you can exchange them for extra lives, foods, gems and weapons.

By pulling the small lever down you can deactivate the spikes that come from the floor.

Return the lever to its previous position to uncover a secret room or two.

All the monsters appear in the same place every time you restart the level — take note!

If a monster touches you, energy or a lifeis lost — for best results keep on the move!

MICKEY'S MA

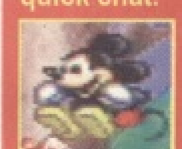
PART T

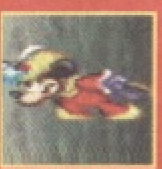
Back by popular demand is the SECOND INSTALLMENT of this *TIPS FORCE* solution. This month we guide you through the mega-tough last levels and show you how to beat the end-of-game boss — Emperor Pete

WHO'S WHO?


Wizard: crops up at the start of some stages to give handy advice and provide Mickey with a costume.

Goofy: on Pete's Peak he comes along with the mountaineer's costume and has a quick chat.


Normal Mickey: the regular mouse. Our everyday hero jumps, spin and grabs blocks but drowns in water.


Magic Mickey: performs magic and stays underwater for a long time. Hold down fire for a big magic bolt.

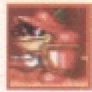

Fire fighter Mickey: carries a hose that blasts almost anything — very handy for cooling down platforms.

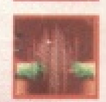

Mountaineer Mickey: has a grappling hook for climbing seemingly inaccessible platforms. He also swing from ledges.

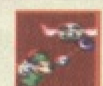
The different Mickey characters can be chopped and changed as you see fit. Some areas need specific characters to be completed.

Pete's peak


Eggs: the little fellas charge around causing havoc.


Guards: similar to other guards but red! Grab their shields!


Wind: blows down the holes in the mountain and sweeps Mickey off the ledge. Listen for the whistling sound and avoid.


Flying grabs: Used to extend the grappling hook. Grabbing onto them is just a matter of timing.

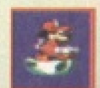
● Boss

This big bird's feathers are easily ruffled so be careful. To avoid being blown off the nest by the eagle's wake, grab and hold on for dear life. Grab the eggs held in her claws and spin them back to give her a knock and send her reeling.

If you miss the eggs, either three little eagles or a smelly yolk come out. The yolks are harmless but they don't half whiff!

Snowy valley


Snow monsters: jump out of their icy beds and chase you about. Jump on them twice.


Ice sleighs: jump on for a high-speed ride down the slopes — but don't forget to jump off at the end of the run!

● Secret power-up

Use the fire-fighting Mickey to create icy platforms from the ice blocks, then build a pathway up to a secret extra life.

● Boss

This ice-skating meanie follows a set pattern of spins and jumps from one side to another. Watch him for a while to see what he's up to, then use magic or water and jump on his head.







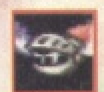
AGICAL QUEST

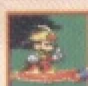
TWO



Pete's castle


Rubber springers: help Mickey jump higher but they burst if you stand on them for too long.


Knight bats: fly around getting in the way. They also act as stepping stones to get over some of the water sections.

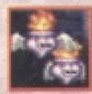

Flying carpet: use Magical Mickey to bring them to life. They move in the direction you're facing but go diagonally down. Use them to find hidden power-ups on out of reach ledges.




Statues: teleport Mickey around the level to find new secret power-ups and bosses.


Spinning blocks: grab and spin them, then jump on for a ride!


Flying lanterns: these are a right pain. Stay away from them.


Canons: fire canon balls at Mickey. Pop off the guards to stop them.

● **General store**
Change into Magical Mickey when you come to a fish jumping out of the water. Now swim down and right to discover the secret entrance.











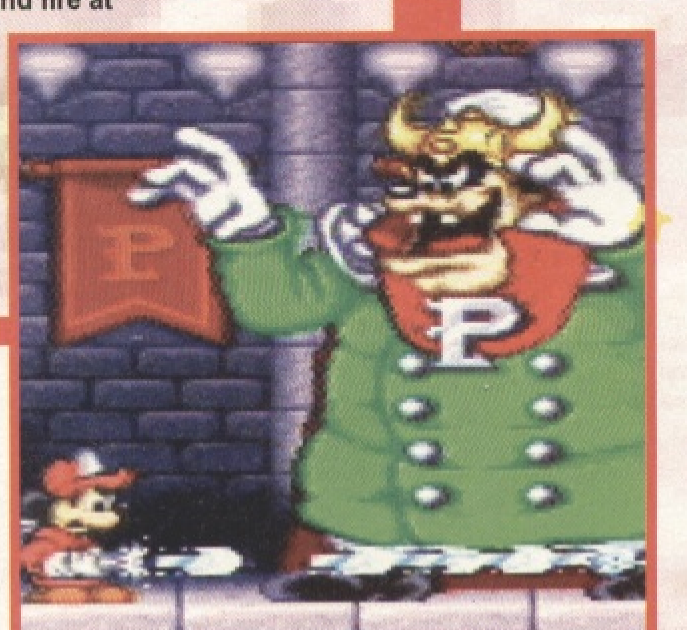




● **Bosses**
It's time to meet all the bosses again! Pick them off one by one and you come to...

Evil Emperor Pete

This giant foe has a few tricks up his sleeve to stop our hero. Use fire-fighting Mickey and aim at the big P icon on his chest.
In a random order he: brings a wall of bricks — duck down and fire at the bottom one until they have passed. Now jump; creates two small wall sections that bounce — avoid these; brings three flying candles to life — fire at these to give power-ups.
When you really upset Pete, he uses fire balls and creates blue spurts that rise from the ground — avoid both of these! When the big guy weakens, he turns a shade of purple. Polish him off to see a great end sequence!



Well, evil emperor Pete has been defeated and everything in the land is rosy! If you're still having problems why not drop us a line at the usual address — we'll do our very best to help out.

GENIE GALLE



Welcome game fiends everywhere to the Genie gallery. Each month you'll find all the lastest and exclusive codes to your favourite NES games.

Don't forget new codes are there to be found by everybody. We are giving a free cartridge to the sender of the most original code each month — Rob will be checking, so make sure the codes haven't been printed before!

So get cracking and send your codes top TIPS FORCE, N-FORCE Europress Imapact, Ludlow, Shropshire, SY8 1JW

Adventures of Lolo 2

Infinite lives	GZKPOLVG
Start with 1 life	PEVOSPIE
Start with 10 lives	ZEVOSPIE
Start with 15 lives	YEVOSPIE
Start with 2 magic shots	ZAXPEZAA
Start with 4 magic shots	GAXPEZAA
Never lose magic shots	GZXZKPVG
World 5	GEKONPAA
World 10	PEKONPAE
World 15	TEKONPAE
World 20	LOKONPAA
World 25	AOKONPAE
World 30	IOKONPAE

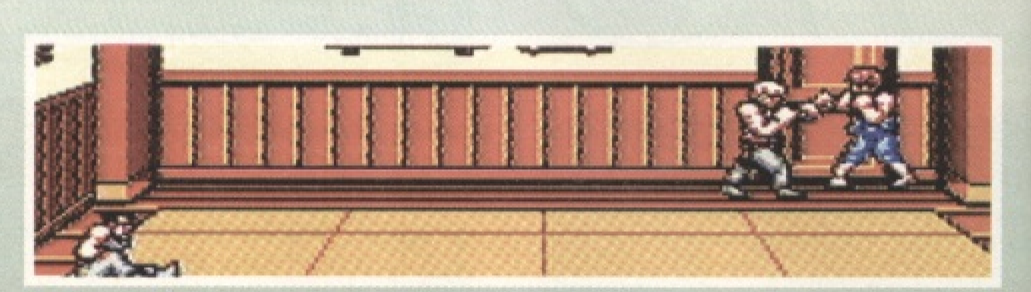
Adventures in the Magic Kingdom

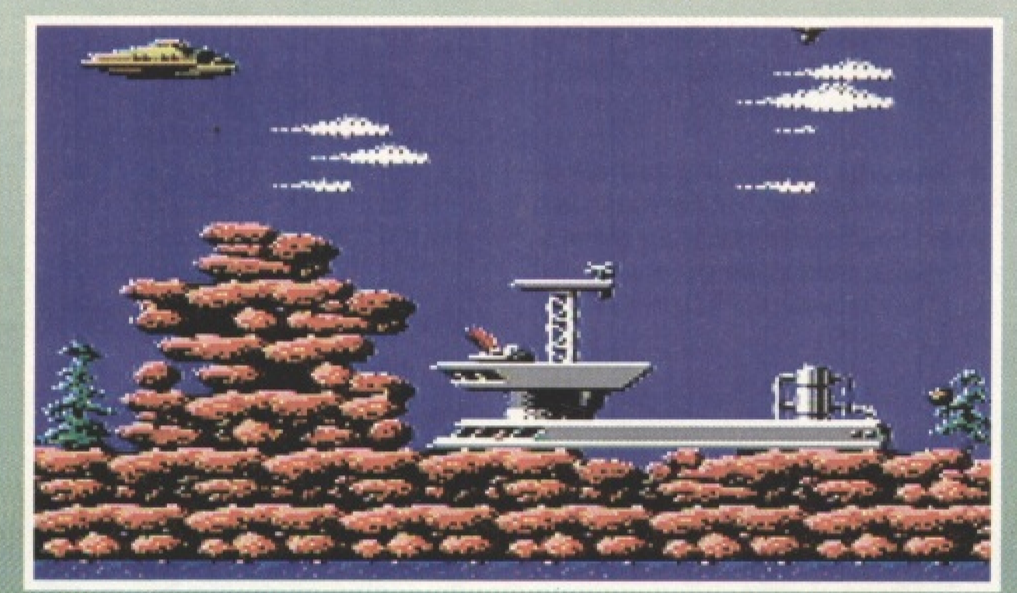
Life costs less	LAOLOGTA
Life costs more	GAOLIGTE
Freeze costs less	GAOLTKAA
Freeze costs more	YAOLTKAE
Invinciblity cost less	IAOLYKZA
Invinciblity costs more	GPOLYKZA
Life up costs less	TAOUAKGA
Life up costs more	APOUAKGE
+	GZKUSXSN
All items cost nothing	AEVUYOGY
Start with 1 life	PEVEIALA
Start with 6 lives	TEVEOILA
Start with 9 lives	PEVEOILE
Never lose lives	SXKYOUVK
More freeze time	NYOLZZKU
Less freeze time	AGOLZZKL
More Invincible	ATXLZXGL
Infinite candles	SZSTGVVK
Mega jump	EYKVNKKN

Captain Planet

EOPSZZ Press [SELECT] and become invincible. DO NOT USE ON INSIDE LEVELS

Walk through walls on inside levels LAGKIS







Castelian

Start with 1 life	PEVKYPLA
Start with 6 lives	TEVKYPLA
Start with 9 lives	PEVKYPLE
Infinite lives	SLXGGLVI
5 continues	IOAKTZZA
8 continues	AAOKTZZE
1 life after continue	PEOLVTLA
6 lives after continue	TEOLVTLA
9 lives after continue	PEOLVTLE
Infinite time	ZKOZPALG
+	XVOLKTAX
Infinite continues	XVOLUTVS
More time level on 1	ZEEZZZPA
More time level on 2	ZEEZIZPA
More time level on 3	ZEEXAZPA



Double Dragon 3

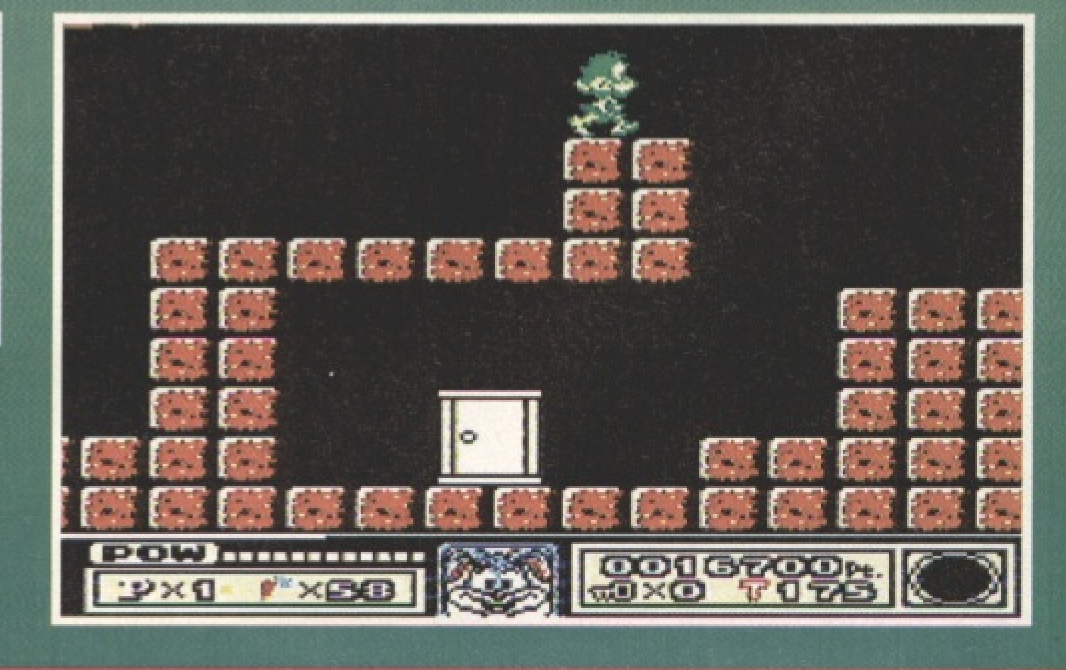
Protection for Billy, Jimmy & Chin	SZUUPAAX
More energy, Billy & Jimmy	GVEPXGGI
More energy, Ranzou	GVEOXKZG
Less energy, Billy & Jimmy	ZXEPXGGS
Less energy, Ranzou	IXEOXKZG
Less energy, Chin	ZUEONGGT
+	AAELIGPA
Infinite special weapons, all	GZXUPUVS
Power punch, weapon, kick	OZVLGASX
Start with 40 special weapons for Ranzou	AXOONGGO
Start with 20 special weapons for B, J, & Chin	GOOPKGIA
Start with 40 special weapons for B, J,& Chin	AXOPKGIE
6 Hit Points	KVEPXGGS23

Dragon's Lair

Last level (Dragon)	IENSGGAA
Jump to Level 3 with Infinite lives and fireball	KENSGGAA

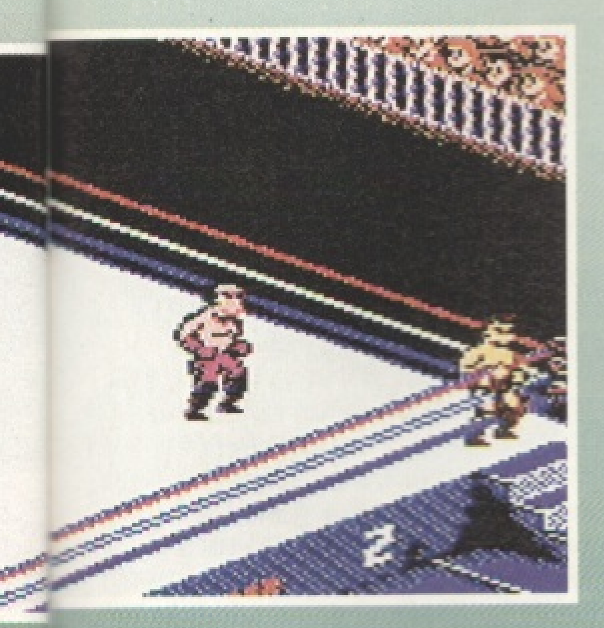
Tiny Toon Adventures

1 life	AEEGSYZA
6 lives	IEEGSYZA
9 lives	AEEGSYZE
1 life after continue	AEXZNZZA
6 lives after continue	IEXZNZZA
9 lives after continue	AEXZNZZE





9 lives after continue	YYNSKXLU
Speed up timer	YPNSKXLU
Infinite lives	SZNOUNVK
Pick up more hearts	AEEPPTYA
Infinite energy after collecting 1 heart.	SZPPSVVK
+	VEXKUYSA



+ any of the below	XXEKONOZ
Start on level 2	IEEKXYPA
Start on level 3	ZEEKXYPE
Start on level 4	YEEKXYPE
Start on level 5	GOEKXYPE

Wrestlemania

1 minutes in Tournament	PESGOALA
6 minutes in Tournament	TESGOALA
9 minutes in Tournament	PESGOALE

That's all from the TIPS FORCE crew this month. Don't forget to tune in next issue when we'll be bringing you the results of the TIPS FORCE vote plus loads more hot tips 'n' cheats — the £50 could be yours!

FAMOUS FOR 15 SECONDS

April's been a busy month — hi-scores have been flooding in from as far away as Australia! Check out the people who got the top hi-scores before hitting reset. If you can do better, send in your claims to fame and a photo.

THE LEGEND OF ZELDA: A LINK TO THE PAST ■ SNES ■
Mark Mikton, 13. from 40 Chadstone Road, Craigie, Perth 6025 Western Australia
Completed in two weeks
TETRIS ■ GB ■
Hayley Barnes, 285 Marsh lane, Erdington, Birmingham
112 lines- 46942
FINAL FIGHT ■ SNES ■
Andrew woods, Kent.
Completed
STREET FIGHTER II ■ SNES ■
Andrew Woods, Kent
Completed on Level 7 (no continues)
SUPER MARIO WORLD ■ SNES ■
D. Balfe, London
Completed with 98 lives
TERMINATOR 2 ■ GB ■
F. Drebin, Surrey
2159 Completed
SUPER TENNIS ■ SNES ■
Jeremy Spence, London.
Won men's circuit 352 points

I want to be famous for 15 seconds — please include my fantastic hi-scores and a pic of me looking cool!

1...format ....

2...format ....

3...format ....

I ain't lyin' and that's the truth ❒
I have sent a photo of myself cos I look like Keanu Reeves ❒

Name ....
Address...
....
....
Postcode..

● Send your hi-scores to Famous for 15 seconds, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

PLAY TO WIN

With more competitions than any other mag we obviously have more winners — makes sense really! If you're mentioned below, watch out for the postie — if not, enter this issue's compos and cross your fingers!

What a doll

We had loads of cool entries for Issue 7's I PLAY WITH BIG MUSCULAR DOLLS compo but the lucky winner is **Jon Sendal** from **Sheffield**, with his entry — I want to be a terminator because... I'd have a reason for my red eyes every Monday morning.

We know what you mean Jon! You win a talking Arnie official *T2* figure!

Here kitty, kitty

In Issue 8 we gave you the chance to win a signed copy of the *Felix the Cat* comic. The lucky lad is **Chris Moore** from **Sheffield**. Happy reading Chris.

Blue movie

Also up for grabs in Issue 8 were ten *Blues Brothers* videos. These were won by funk brothers: Jamie Baldaro from Surrey, Paul Tomlinson from Clevland, Craig Cambell from Glasgow, Colin Enlander from Middlesex, Scott Ebles from New Cross,Ben Mullinger from Hampshire, Andy Mitchell from Glasgow, Mr No Name from Thursby, Carlisle, Darren Wymer from London and finally Gavin Mowling from West Sussex.

Fishy business

The winners of Issue 7's *James Pond* compo are: Christopher Wilson from Wirral, D. Moger from London, James Hartle from Derbyshire, I Nicholson from Inverness, Mark Pearson from Lancashire, Alan Burgham-Wilson from Hants, Gorden Hay from Glasgow and Robert Share from London. You all win a secret agent pack.

Storm the ramparts

Finally, the BUNKER HILL '92 Compo was won by two lucky game fiends — **Michael Bish** from **Lincs** and **Tony Mills** from **Merseyside**. You'll be visiting the N-Force crew for some serious gaming.

Don't forget there are loads of compos in this issue, so get filling in those coupons and make sure you catch the next N-FORCE.

Once exclusively a young, fun games machine, the Game Boy is now being marketed at a much wider age group. So has the street-cred portable become a high-brow hand held? N-FORCE has decided it's time to...

Get Serious!

Has the boy come of age? Well, one bank would have us believe professional life is not all work, work, work so how do young executives wind down? Easy — grab a Game Boy!

Over the past few months Nintendo have gone to great lengths to change the image of hand-held owners. You only have to look at two recent ads to see the change: The first portrays the Game Boy as an executive toy — a far more enjoyable pastime than catching a flight or jetting off for a business meeting; the second — a life insurance commercial — shows a chirpy pensioner pulling out a Game Boy as his grandson mourns the loss of the family fortune.

Clearly the aim of these adverts is to widen Game Boy ownership by showing that no-one is to old to have fun. But will the hand held ever be anything other than a portable games machine?

The hard facts

Developers are producing all manner of hand-held hardware — there are numerous magnifiers, sound boosters, power packs and clip-on lights to choose from. But with so many game enhancers available, more and more attention is being channelled into the serious side of the Game Boy.

The move towards executive-toy status is demonstarted by the Work Boy — a portable, external keyboard turning the Game Boy into a organiser/translator with improved memory. Now the latest gizmo from Japan is the Barcode Boy (tune in next month for more details) — a neat little add-on that converts bar codes into graphics — and it's taking the Far East by storm.

The problem is, hardware takes a long time to develop. So what applications and software are available for the serious minded?

Well, InfoGenius and Game Tek have a selection of carts including a spell checker, personal organiser and Spanish and French Translator.

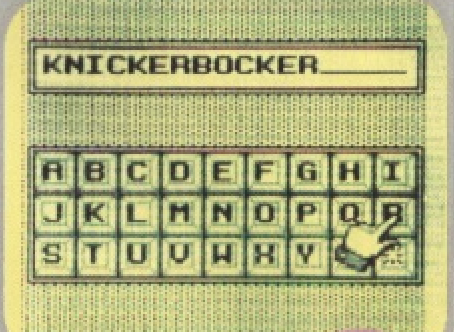
As easy as ABC

The Spell Checker isn't quite the Oxford concise or Chambers dictionary but it's a fairly impressive package none the less. It contains a 60,000 word dictionary — but unfortunately it can't be updated, so practical uses are limited.

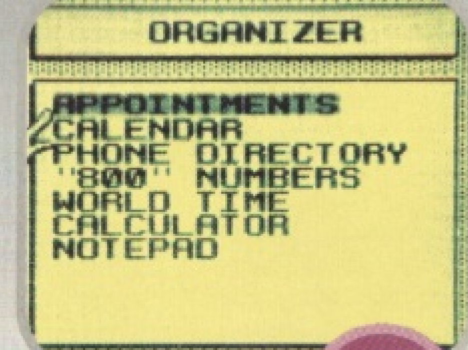
Operation is simple but time consuming — move the cursor around an on-screen keyboard typing in the word you wish to check. Once entered, a list of alternatives to the suspect word — or a no-match message — is

Doing the business

Forget your filo-fax, dump that diary and burn your planner. All the streetwise executive needs is a Boy on their belt. Dates, times, meetings and Mario. The green screen information machine is all you need.



1 All of the carts use a simple scroll and point on-screen keyboard to enter data .



2 The organiser has a series of preset menus in an attempt to speed up the process.



3 Access the application you need, view stored data or enter new information.

Soft options

It's not all play, play, play you know! The Game Boy can be a seriously-handy asset...

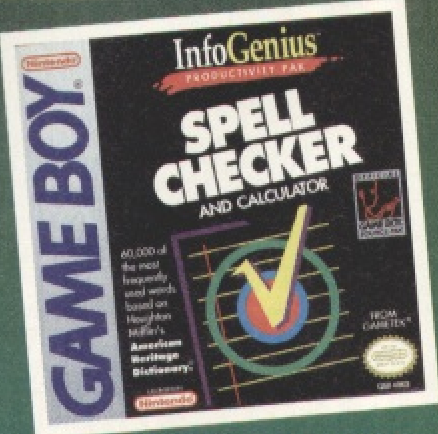
SPANISH TRANSLATOR

A Spanish translator A useful tool if used well in advance to prepare for an expected conversation but potentially-disastrous if you need to give a spontaneous response. Ideal for conversations with waiters from 'Barrth-ell-ona', but as with the French translator, slower than a tortoise with no legs.



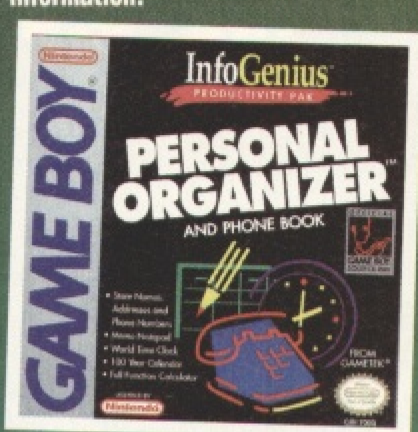
SPELL CHECKER

Blimey! I can spell! This handy little device combines a dictionary and calculator — sadly, the input process is just too slow to make this a worthwhile purchase. The spellcheck option gives a vast range of phonetic and alphabetic comparisons to the suspect word but the calculator is far too limited.



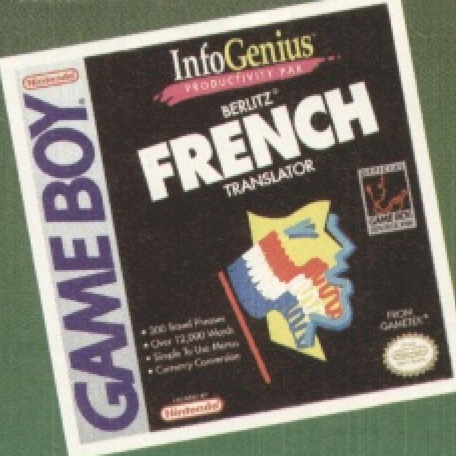
PERSONAL ORGANISER

Cheesed off with endless pieces of paper littering your desk? This little gadget is designed to help you become more organised. Unfortunately, it's not practical enough for day-to-day use — the lack of memory space is very frustrating, the speed of data input is horribly slow and it takes ages to retrieve information!



FRENCH TRANSLATOR

Drive your friends crazy with endless French phrases and really annoy the 'garcon' with your dreadful pronunciation. This straight conversion of the Spanish translator is far too slow to use for conversations but the large vocabulary of useful phrases is very useful.



All software featured is available from Console Plus price £24.99 per cart, except Personal Organiser which is £21.99. For more details telephone them on 0532 500445

displayed.

A third alternative is to place the word into the dictionary and display the ten entries appearing before and after your selection phonetically and alphabetically. There's also a calculator function to help with tricky problems.

Get organised

The Personal Organiser is a crafty cart allowing you to condense all that info stored in diaries, filo-faxes, calenders, bits of paper and the backs of sweet wrappers, onto your Game Boy.

The amount of information the organiser holds is really quite astounding — there are 400 pre-set telephone numbers for all sorts of places like car hire companies, airlines, florists and many more — shame they're all in North America!

The organiser is very flexible but — as it runs off a joypad-directed cursor — slower than a tortoise on valium!

Parléz-vous français?

Avec-vous un cuppa? Kess coo say la grand railway station, mercy? Dos coke Manuel poor favour. Sound familiar? It should, for these are the sounds of the English abroad. If — like me — this is about the standard of your French and Spanish (CSE grade U — unclassified) then *The French and Spanish Translators* are the things for you.

With options including basic word-for-word translation and a mass of useful pre-programmed requests ideal for situations like eating out: 'I would like roast beef' for example. There's even a library of indispensable phrases in case of emergency such as 'I am constipated' — it's great.

That's not all, there's a currency converter featuring exchange rates in any one of four French/Spanish speaking countries. But again there's a drawback — it only converts local currency to dollars.

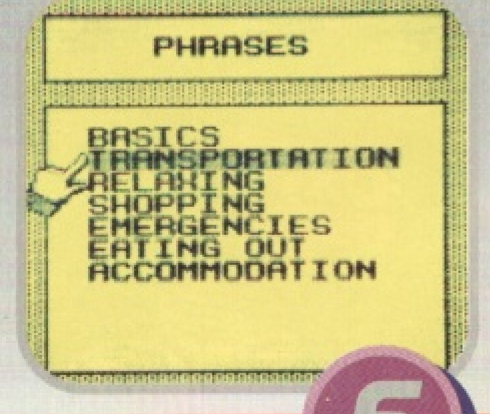
The translator cart is definitely a useful tool when travelling. It is very slow beacause of the information input system and whatever you do — don't try buying anything unless you know what the Dollar's worth!



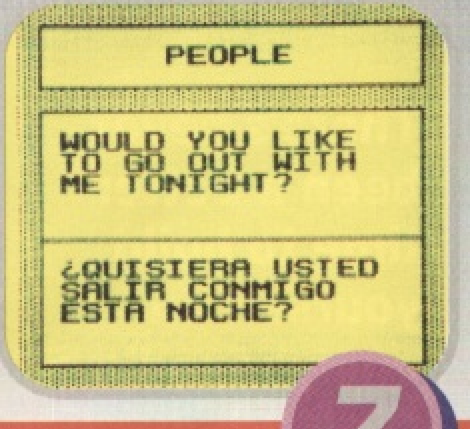
One drawback is a separate numeric pad. Phone numbers take forever to input.



The translators have a 12,000 word volcabulary to find a match for your selection.



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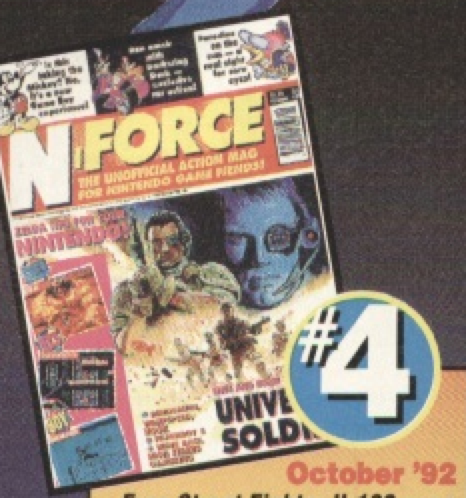
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TURBO TOUCH 360 JOYPAD

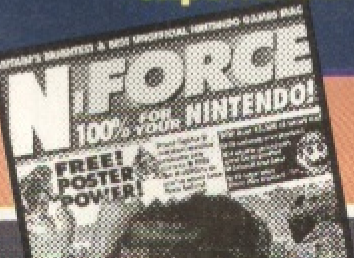


You'll wonder how you ever managed without this unbelievable touch-sensitive controller!

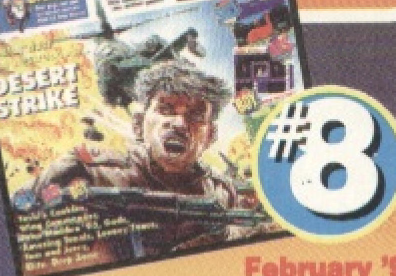


GAME BOY MAGNILIGHT

Light up your life and make playing with your Game Boy an all together bigger experience!







#5 November '92
Free 100 page puzzle book, Spiderman exclusive and a massive Zelda tips special!

#6 December '92
Free massive Street Fighter II poster, Bart's Nightmare exclusive and more SF II tips!

#8 February '93
Super Star Wars extravaganza, Tiny Toons tipped to destruction and loads more!

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Finally, clip out this form and post it (with payment) to: ***N-FORCE SUBSCRIPTIONS, EUROPRESS DIRECT, FREEPOST, ELLESMERE PORT, SOUTH WIRRAL, L65 3EB***

Order form!

This offer replaces all others and expires 8.4.93

MAIL FORCE

What a weird and wonderful bunch you lot are! It's letter time again so read on, as the N-FORCE team dip into their ever-expanding mailbag — one thing's for sure... you can tell it's April!

Letter of the month!

Crystal kingdom?

With Nintendo games being in the news recently — as a possible cause of triggering epileptic fits in some people — perhaps Nintendo should look at natural quartz crystals as a way of dispelling negative energy.

Putting a crystal on top of a TV draws in the radiation the TV emits. To clear the radiation, remove the crystal every three months and soak it in sea salt for a day — remember to pick up the crystal with a cloth otherwise you're absorbing radiation from the TV into your body!

As we're now living in a computerised world, we must look at various ways to protect our health.

■ *Michael Howley, Newton Heath, Manchester*

■ Well there you go! Anybody worried about the possiblity of harmful effects from video games should get a crystal for the top of the TV — but then I suppose you run the risk of being called a hippy! (This is NOT an April fool's joke — Ed)

Super cheat!

I think your mag is totally wicked— all you hip-hop rebels make it a ripper read. Please boggle your skill brains and answer my most triumphant questions.

1. Do you know any cheats for the *Super Scope 6*?

2. Are there any more Super Scope games? If not, will any be coming out?

3. If I bought a Action Replay cart would it work on *Super Scope 6*?

4. I want a game a bit like *Mario* — not a punch up, but a jumping-around-and-collecting-stuff game — what's the best bet?

Cheers dudes!

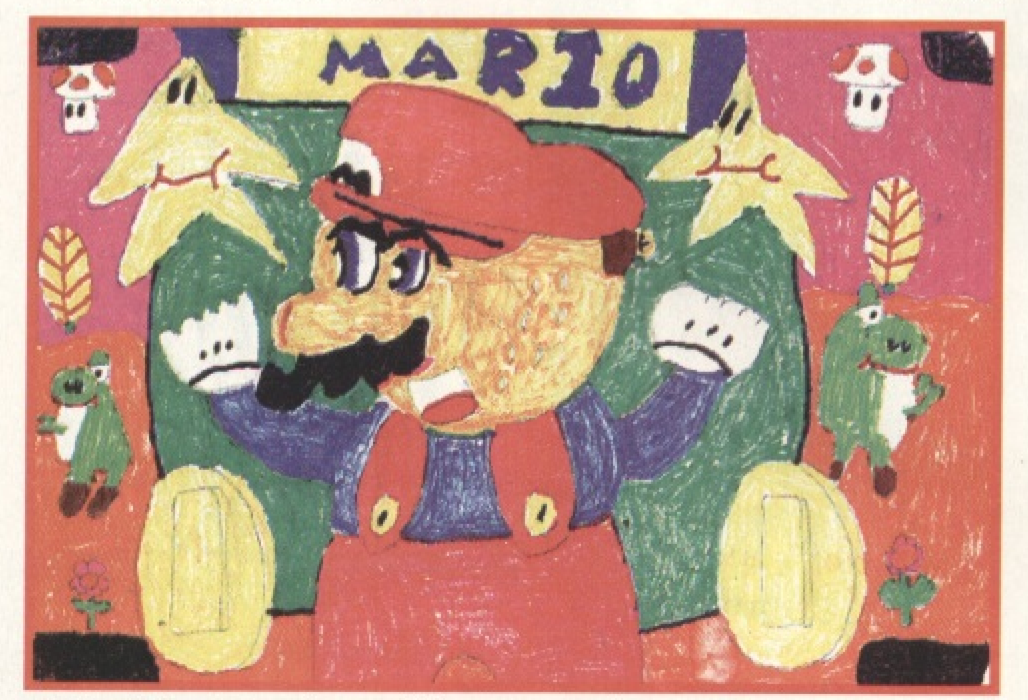
PS. Nick thanks for lending me Mario, your best cousin...

■ *Richard Morris, Hereford*

■ Well cousin Rich, there are no cheats that we know of for *Super Scope 6* but buying an Action Replay would soon give you plenty — you can easily find infinite lives and energy using this amazing add-on.

There are more Super Scope games on the way so keep your eyes glued to these pages. If you want another *Mario*-style game why not try *Mickey's Magical Quest* or *Tiny Toon Adventures.* Oh and by the way, why didn't you just give me your letter instead of posting it?

■ *NICK*



Is it Marshal? Is it Pinnochio? Nahhh... it's Mario of course! This colourful piece was sent in by Kristopher Bates from Bedford.

More WWF?

I think you should bring your utterly brilliant mag out every day — it's that brill! Could you please answer my questions?

1. Will there ever be a *Super WWF 2* with all the finishing manoeuvres? If so, when?

2. Which is the best game *Joe & Mac Caveman Ninja*, *Tom & Jerry* or *Road Runner*?

3. Will there ever be a *Mario 5*. If so, when?

4. Will there ever be a *Dizzy* game on the SNES? If so, when?

■ *Eddie Leigh, Salford*

■ Acclaim and LJN have no plans for another *WWF* game at the moment but I'm sure — if the popularity of the wrestling super heroes continues — a follow up is on the cards.

Of the three games you mentioned only two of them are finished — although *Tom & Jerry* looks promising, we recommend *Joe & Mac*.

After the success of *Super Mario World* you can be sure Nintendo will make another Mario game.

As for *Dizzy*, I've been begging Code Masters to make a SNES version for ages and they haven't said no...

■ *NICK*

Worry warts!

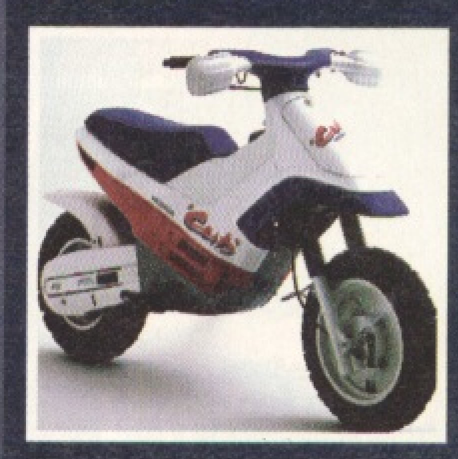
I am writing to compliment your magazine — I think it's super, smashin', great! Your USA and Japanese news is really interesting and I always buy my games according to your reviews. You compare brilliantly with other mags even though

XPRESS CLUB

Welcome to this month's selection of prizes for N-FORCE XPRESS club members. Check it out and see if YOU are a winner!

EASY RIDER

You may already have won this Honda Cub bike if your number is on the Xpress hotline



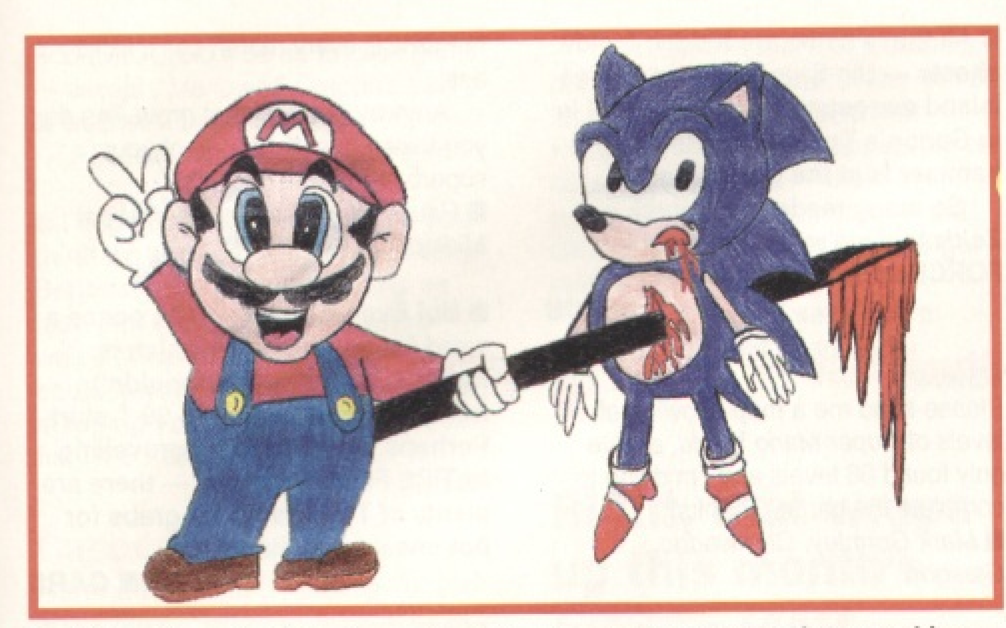
3 MOUNTAIN BIKES

You could already have won one of three mountain bikes if your number is on the Xpress hotline



INSTANT WINNERS

If your card bears one of these numbers you've won a cart of your choice on ANY Nintendo format!
506210 ● 574501 ● 597020 ● 620104



David Lloyd from Australia has sent us this rather fetching picture of Mario adding another spike to Sonic the Hedgehog. *(Important note: Any fanatical TV researchers looking for illustrative material for a feature about video game violence should note that this picture is (c) 1993 N-FORCE and cannot be reproduced!*

some lesser titles have criticised you in the past.

I own a SNES and a NES and — although I like Nintendo — Sega Mega Drives aren't that bad — NOT! I think that your magazine is a bit too biased towards Sega but that doesn't bother me too much.

Another mag said the Universal Adaptor can break my UK Pal SNES — is this true?

Good luck with future issues of the magazine!

■ *Mark Gopsill, Rednal, Birmingham*

■ I'm glad you like the mag Mark but I'm not sure what you mean about being biased towards Sega — we're a flippin' Nintendo magazine!

I wish people would stop worrying about the adaptors for the UK SNES. In the early days a few converters were a bit dodgy but the Datel Universal Adaptor is as safe as houses — unless you throw a cup of coffee over it!

■ *CARL*

Zelda snags

Your mag is truly the best which is why I'm asking for help. I got a SNES for Christmas and I'm stuck on *Zelda 3*.

I have managed to find — bow and arrows, a red boomerang, bombs, magic powder, ice rod, lantern, bug-catching net, book of Mudora, all magic potions, magic mirror, pegasus boots, power glove, Zora's flippers, red shield, pendants of power and courage — but I can't find the armour.

I don't know where to get the magic hammer — which I need to get the hook shot and pendant of wisdom. Please help cos I'm really stumped.

■ *Tom Collings, Quorn, Loughborough*

MARKET FORCE

Welcome to the N-FORCE reader ads section. If you've got anything to sell or swap call Carol at the MARKET FORCE desk on 0584 875851

WANTED

- SNES and Mega Drive 2nd hand games bought and sold. Will pay up to £30. Phone (0634) 844999 between 6-9.30pm, Sunday to Friday. All games good quality.
- NES Game Genie and/or two joysticks, also games Super Mario II, Rad Racer etc. Tel (0869) 241688.
- SNES games wanted like, Super Soccer or Super Tennis, will pay £20 each. Contact Phil on London 893282, after 5pm.
- Wanted carry case with space for 6 carts, will pay £5-£6 pounds, as it is needed. Phone Andrew on (244) 671326, after 6pm.
- Wanted Super Nintendo games large or small collection or single games wanted, will also buy console if with good games. Please Tel (0527) 32230.
- USA Super NES games wanted, Super Mario and Super Ghouls and Ghosts. Phone (0225) 704797.
- Wanted games for Super NES, send list of game(s) and prices to: Danny Soacc, 93 Princes Rd, Felixstowe, Suffolk, IP11 7PJ.
- Super Scrabble for Game Boy, must have instructions. Phone (0827) 285802 anytime, you might get the answer phone) and ask for Dave.

FOR SALE

- Nintendo Game Boy vgc three games Mario 1, Bugs Bunny and Tetris plus boxed Magnilight, sell for £75 ono or swap for Game gear. Phone (0271) 830194.
- SNES Mario Pack plus nine games incl SF2, Zelda 3, and Pro pad for only £430 ono. Worth £630. Phone Mark on (0902) 637040 after 5pm.
- NES with two joypads, four games (Turtles, SMB, Cobra Triangle and Gremlins 2) worth £200 sell for £70. Call (081) 501 2341.
- NES for sale with five games for just £110! Two joypads and zapper. Unwanted gift! Phone now on (0257) 483059.
- Spectrum +3 for sale disc drive, tape drive, joystick instructed manual, 70 games as new condition £55 ono. Tel (0384) 2555.
- Super NES games for sale! Parodius, Final Fight, Actraiser and F-Zero all for a staggering £25 each! Please call Luke on (0865) 62928.
- SNES for sale, one month old, boxed with instructions. Also four games, Actraiser, Spiderman, The X Men, SMB4, and Super Ghouls n Ghosts, all for £235 , call Mike on (0482) 896898.
- Datalux N Pro joystick is compatible with normal NES system, boxed unwanted gift, never used £8, call (0942) 817104.
- Brilliant condition radio controlled car, Shogun new parts! battery, charger, everything! £90 boxed or swap for three SNES games! After 6pm call James on (0227) 793570.
- Game Gear with eight games, battery pack, AC Adaptor £200. Also USA Smash TV for SNES £30. Tel (081) 7510495.
- NES for sale with five games including Mario bros. Plus NES four score and four joypads, quick before it goes, £100, Write to George, 116 Belmont Rd, Anfield, Liverpool, L6.
- NES for sale includes two joy pads, and six games, still boxed will accept £120. Phone Tom on (0706) 217221.
- Loads of game mags for sale £1 to £1.50 each. Phone (0667) 52359.
- Two Game Boy games for sale, Super Mario Land and Duck Tales, any reasonable offers, phone (0453) 842536 ask for Ian or Matt after 4pm.
- NES for sale, with 7 games and light gun, worth £290 will sell for £170, for more info call (0557) 814260 after 6pm.
- Double Dragon Arcade machine. Accepts all arcade games including Street Fighter 2, 2 player, 20" monitor, mechanishs, £220. Consider swap for Neo-Geo, contact David on (0732) 846524, buyer collect.
- Game fiends everywhere can't afford all those lovely games? SAE for info to Sandy, 116 Baldedie Avenue, Lochore, Fife, Scotland, KY5 8HP.
- NES with six games Off Road, Mario 1&2, Duck Hunt, Talespin, Chip n Dale, plus zapper and four score, worth £350, sell for £150 ono, negotiable 5003251 ask for Egin.

● 24 Game Boy games in in one cartridge will sell for £145. Phone William after 5pm on Mondays, Tuesdays or weekends on (089272) 2707.

● NES for sale with 6 games, plays American games and has advantage joystick £150 ono, or will swap for SNES with 1 game. Phone (0772) 628655.

● Sega Master System 1, 2 control pads, 6 games of which 3 are for the Light Phaser, good condition for only £35, phone Robert on (0992) 444819.

● Hi I am selling my Super NES with three control pads, including a s-n pro pad, also four games with it. Offers welcome! Ring (0602) 269533 ask for Bobby.

● NES for sale with 2 pads, plus advantage joystick and zapper , 13 games, Batman, SMB 1,2 &3, Gremlins 2, Duck Tales, £230 ono. Phone (021) 459 9775.

● Game Gear for sale includes Sonic and adaptor for £80 ono, boxed and instructions, unwanted Christmas present, or swap for 2 Super NES games, wanted Top Gear. Tel: (0495) 270697.

● For sale Super Scope and six games and Super Wrestle Mania, all boxed for £55, Ring after 4.30pm weekdays and ask for Hugo (081) 579 0434.

● Game Boy I am selling 4 of the top selling games. I live in the old bakery, ask for Joseph on (0459) 577605.

● US SNES, 2 joypads plus QJ joypad & uni-ac/pt. SF2 (US), Wing Commander (US), & Castlevania, Top-Gear, F Zero, Acklaim's, Pilot Wings, Robocop 3 and scart leads, 6 months old, all boxed cost £500, will sell for £300 ono. Bargain. Phone Tony on (0932) 223319.

● For sale Atari 520 STE good condition with 25+ games, bargain at £130 ono. Phone Eddy on (0246) 412538.

● For sale two games for sale on the Game Boy, World Cup and Terminator 2 each for £15. Ring 897420 (Isle of Man), Ballaugh.

● Street Fighter II for sale, three weeks old, UK edition, absolute "top" arras! "Bargain" £46. Ask for Jules! on (021) 559 2062.

● NES with Light Gun, Controller plus Seven games, Turtles, Wizards & Warriors, Blades of Steel, etc. Only £140. Tel (0530) 813595 between 10-6. Also Snes games urgently wanted.

SWAP

● Too swap Nintendo Game Boy plus three top games for a Sega Mega Drive with one game, please phone John on (0642) 242962.

● I will swap my WWF Wrestle Mania on the SNES for a Game Boy, Castle Vania 4, Zelda 3, Super Probtector, Cave man, Ninja or Prince of Persia. Call Lee on (0507) 441924.

● I will sell or swap Super Soccer or Super Mario World on SNES for a Pro Action Replay cart. Call (02617) 33086.

● I will swap Dragons Lair, boxed with instructions for Pilot Wings or F1 Exhaust Heat, first written offer I will accept. Write to: G Gibson, 33 Fuineck, Pudsey, Leeds, W Yorkshire, LS23 8NT.

● NES games to swap Teenage Mutant Hero Turtles for Mega Man 2 or Snake Rattle and Roll, and Popeye for SOlar Jetman. Phone Steven on (0353) 861314.

● Hey! Will swap Popeye2 for Game Boy, for any good Game Boy game, especially Speedball 2 or Super mario Land 2. Phone (0764) 5098.

● I will swap my game Boy with two games AC Adator, and carry case for your Game Gear with one or more games. Ring Pontefract 614512 ask for Andrew.

● Will swap Super Adventure Island plus £10 for Super Mario World or Super Mario Bros 4. Phone after 5pm ask for Stewart on (0236) 730373.

● Super NES games for swop or sale, I will also buy games for SNES. Phone Brian after 7pm on (0463) 221173.

● Will swap Konami Hyper Soccer (NES) boxed with instructions for NES Open golf (must have manual). Call Gavin on (0482) 632484.

● Anyone! game Gear to swap with 7 games, adaptor and convertor for SNES games. Pilot Wings, Mario Kart, Super Mario, Tiny Toon, Desert Strike, Blue Bros, Road Runner and Mickey Mouse. Instead of Mickey Mouse possibly Star Wars. Phone Fife 824674.

● My NES and 5 games inc SMB, Life Force. Will swap for SNES or Mega drive with at least 1 game (pref more). Ring 0303 238246 ask for Jonathan.

● I will swap my NES for games for a SNES. My NES has twelve games, or sell for £250. Tel 061 2594755, ask for Stephen.

PEN PALS

● Pen Pal needed! MUST be Die Hard, SFII fans. Age 11-14 boys and girls please! Must also at least own a SNES/NES or Game Gear. Write to: Tina Barlow, 139 Roughwood Drive, Northwood, Kirkby, Liverpool, L33.

● Street Fighter pen pals wanted girl/boy must have SNES/GB, if so contact Daniel Lane, 16 Dixon Close, Beckton, London, E6, please enclose photo.

● Pen Pal aged between 6-8 with NES system, game Boy or Sega Game Gear. Write to: Frankie Mooney, 9 Kyle Quadrant, Netherton, W/Shaw, Lanarkshire, ML2 OAN.

■ All these items are hidden inside chests — the Blue Mail is in the Ice Island dungeon and the Red Mail is in Ganon's Tower. The magic hammer is in the Dark Palace.

So many readers are stuck on *Zelda* that we're planning a TIPS FORCE special in the near future.

■ *ROB*

Stuck fast

Please send me a map showing all 96 levels of *Super Mario World*, as I've only found 86 levels and I'm dying to complete the game. Thanks!

■ *Mark Gormley, Carnwadric, Glasgow*

■ Have you found Special World yet — it has eight new, and mega-tough, levels to play! To reach it go to the centre star in Star World and find the special exit — you're instantly whisked off to the new world.

Don't forget each level in Star World has two exits! For an extra trick try waiting on the map screen of the Special World. The tune eventually changes to the original NES Mario theme!

■ *ROB*

Grovel, grovel!

Hi all you dudes at N-FORCE! I am just writing in to say I think your mag is the very best for news, reviews, competitions and much more — I buy N-FORCE every month cos it kicks ass!

Anyway, after all that grovelling do you think I qualify for one of your superb N-FORCE T-shirts?

■ *Paul Turner, Kingswinford, West Midlands*

■ No! Even if I paid you 11 pence a word for your letter — which is more than I get — you wouldn't have enough to buy a £6.99 T-shirt. Perhaps you should try grovelling to TIPS FORCE instead — there are plenty of T-Shirts up for grabs for hot cheats and maps!

■ *CARL*

Colour me bad?

I've heard the colour Game Boy is coming out next year but I was wondering if you could be more precise?

■ *Karl de Vroomen, Teddington, Middx*

■ Nintendo have no official plans to produce a colour Game Boy at the moment although, we've heard a rumour they are working on one. The minute we hear anything more definite we'll do an in-depth report!

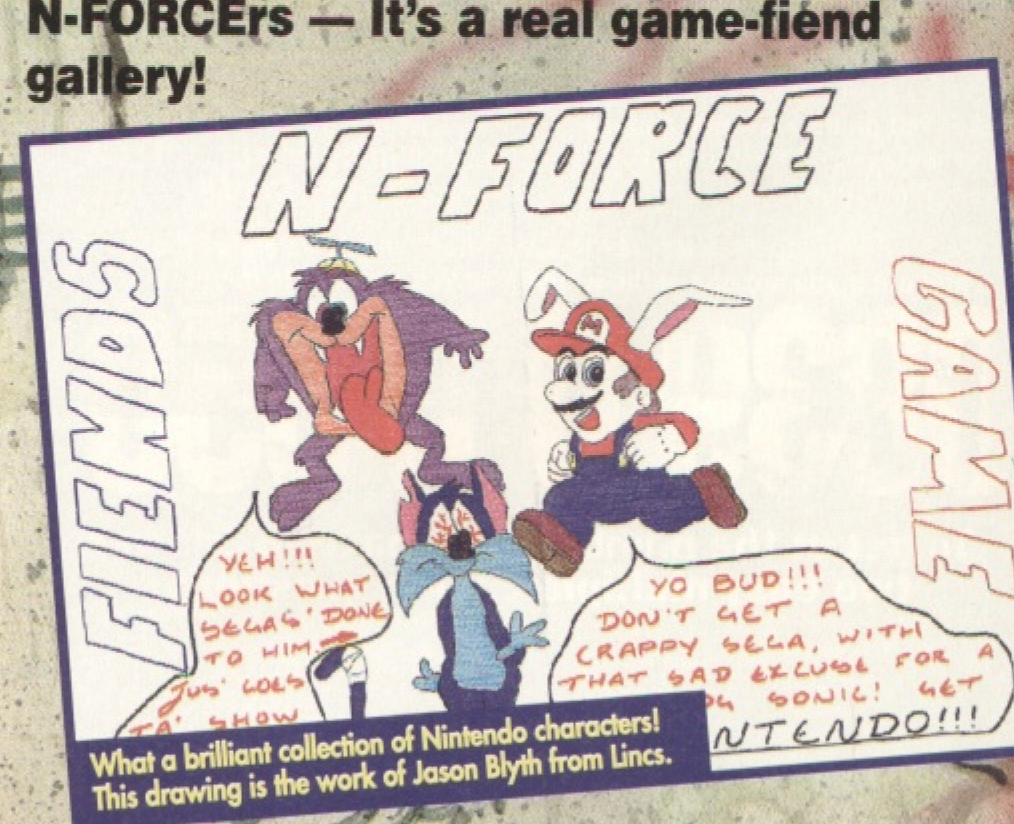
■ *NICK*

What a cheek!

Please, please, please could you send me a SNES game that you've completed — or one you don't like!

OFF THE WALL!

It's not just letters we're after here at N-FORCE — take a look at this month's pick of the drawings sent in by loyal N-FORCErs — It's a real game-fiend gallery!



What a brilliant collection of Nintendo characters! This drawing is the work of Jason Blyth from Lincs.

And also, could it be an English game — except , *Mario* and *Dragon's Lair*!
■ *Gabriel Gibson, Leeds*
PS. Sorry for being a scrounger!

■ I beg your pardon? What do you think we are — a registered charity! Seriously, we get all our carts on loan and they're returned when we've finished reviewing them. You could always try earning a game by mapping your copy of *Dragon's Lair* for TIPS FORCE!

■ *ROB*

Capcom queries

I have a very serious question for you about *Street Fighter II*. In Issue Eight I saw the photographs of the cheat to play the final four characters. A certain other magazine went to Japan and found out that *Street Fighter III: Championship Edition* is due for release.

Could it be Capcom won't reveal the cheat to play the end-of-game characters in *Street Fighter II* because it wants to make money on *Street Fighter III*?!

Your magazine is the best!

P.S. Could you send me a Mario poster?
■ *Graham Maran, Co Dublin, Ireland*

■ The official word from Capcom is that *Street Fighter III: Championship Edition* doesn't exist.

There are rumours of a cheat to play the final four characters but so far we haven't found one that works. With the game appearing on numerous formats — there are rumours of a Sega version — the debate over the cheat is set to get even more confusing.

Oh, and I would send you a Mario poster — if I had one!

■ *NICK*

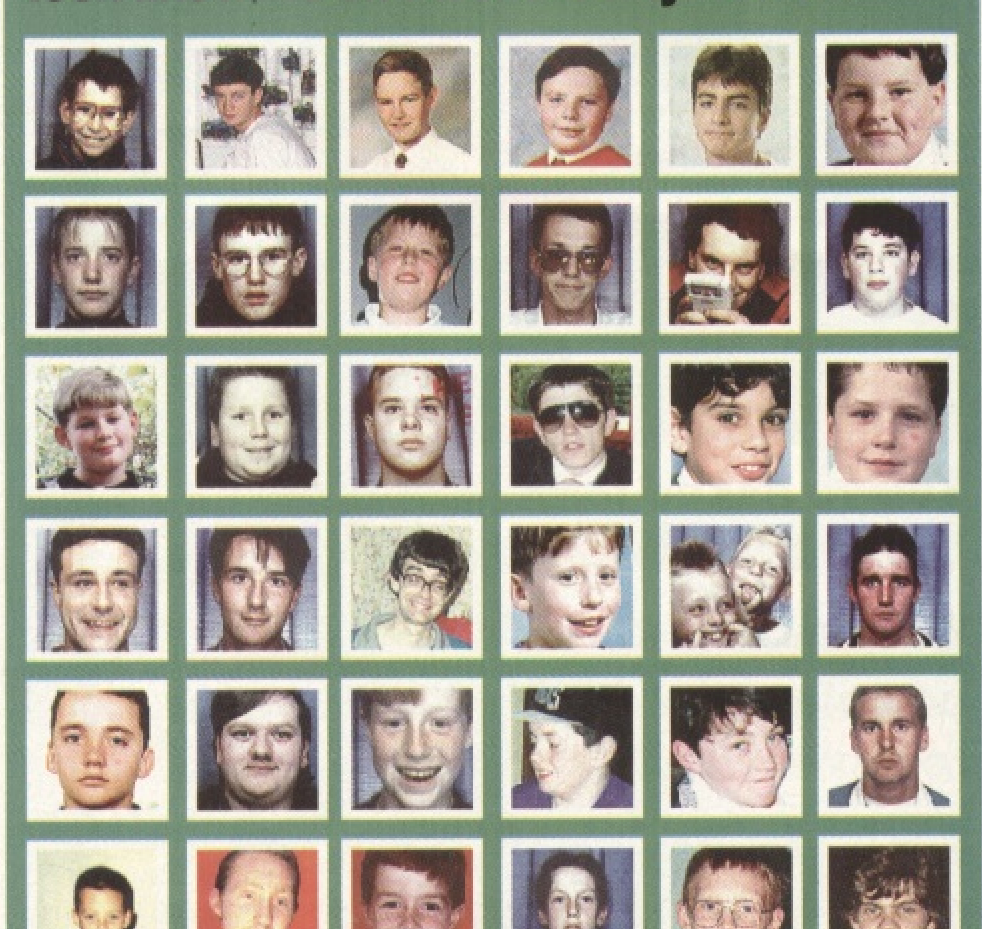
Right, that wraps up this month's *FORCE MAIL*

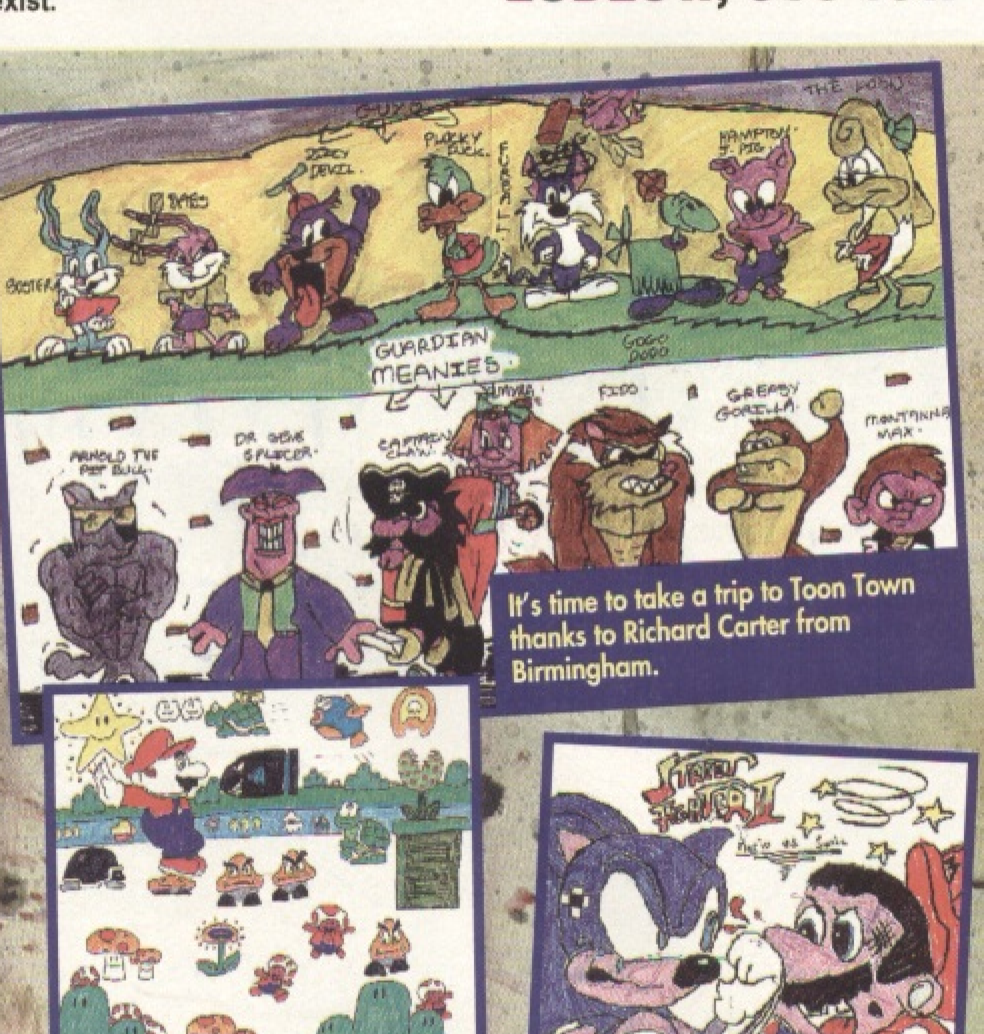
We'd love to know what you think of our new look?

Send your letters to FORCE MAIL, N-FORCE, EUROPRESS IMPACT, TEMESIDE, LUDLOW, SY8 1JW

THAT'S YOU THAT IS!

Ever wondered what other N-FORCErs look like? — Don't wonder anymore...

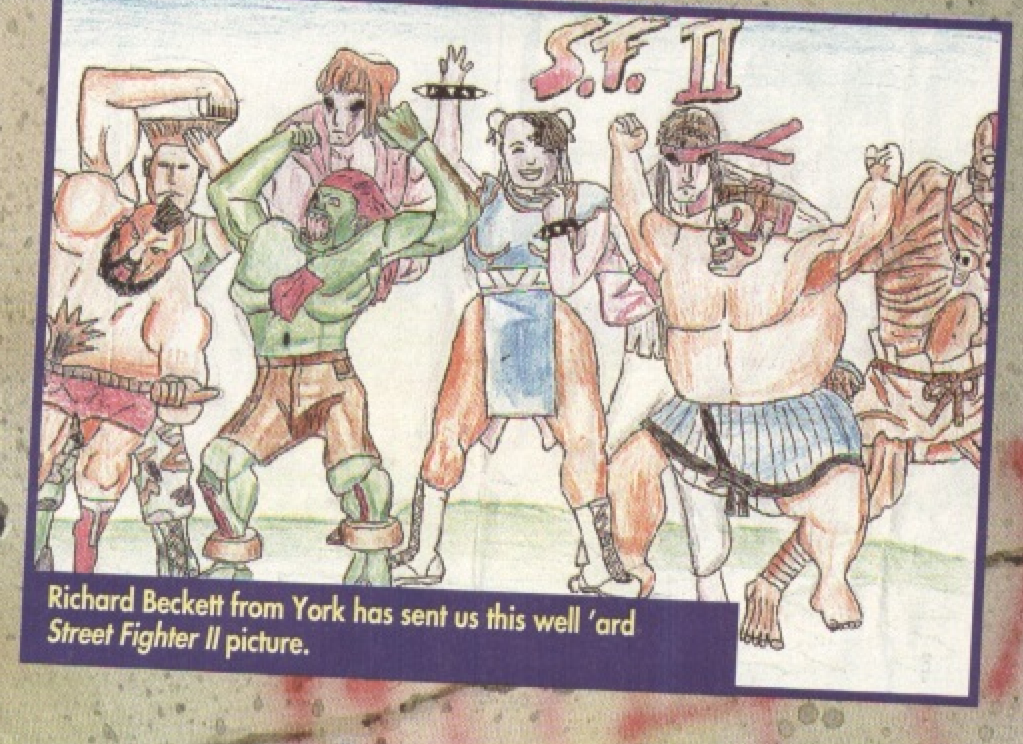




It's time to take a trip to Toon Town thanks to Richard Carter from Birmingham.

Lee Reynolds has taken a trip to Mario Land to send us this excellent picture...

Pierre Jakonin from Surrey has been a busy lad — tracing this scrap from *The Sunday Times*!



Richard Beckett from York has sent us this well 'ard *Street Fighter II* picture.

Impressed? Appaled? — either way why not get your name on the wall-of-fame by sending your drawings to *OFF THE WALL*, N-FORCE, *TEMESIDE, LUDLOW, SY8 1JW*. The best drawing will win its creator a limited edition N-FORCE T-shirt!

FULL FORCE

You've asked for it — you've begged for it — and now it's here!

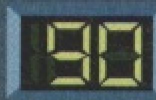
Welcome to *FULL FORCE* — the complete list of every game ever reviewed in *N-FORCE*.

Each game is commented and rated with Knockouts given more in-depth treatment...

SNES REVIEWS

Acrobat Mission
Good soundtrack but that doesn't make up for the unoriginal gameplay.
Shoot-'em-up
Reviewed Issue 6
FORCE


Addams Family
A lively one-player game with slick presentation, a funky soundtrack and crystal-clear graphics. Instantly addictive with loads of levels to explore — the click-fingers option is great! Recommended to everyone.
Platform
Reviewed Issue 2

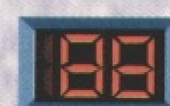


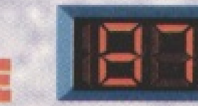
Axelay
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability — pity there isn't a two-player option.
Shoot-'em-up
Reviewed Issue 2
FORCE

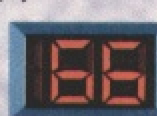



Bart's Nightmare
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.
Arcade
Reviewed Issue 6
FORCE


Blues Brothers
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.
Platform
Reviewed Issue 8
FORCE

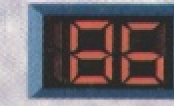

Castlevania IV
Outstanding presentation and excellent 3D and Mode 7 graphics.
Arcade
Reviewed Issue 1
FORCE


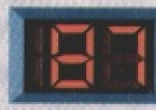
Chuck Rock
Large sprites, a rockin' tune and great playability make this great fun — a bit easy though!
Platform
Reviewed Issue 8
FORCE


Clue
American conversion of the classic board game Cludo. Stick to the original it's cheaper and more enjoyable.
Board
Reviewed Issue 7
FORCE


Contra Spirits
An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.
Shoot-'em-up
Reviewed Issue 1
FORCE




David Crane's Tennis
Incredible 3D animation and FX, large sprites and fast pace.
Sport
Reviewed Issue 8
FORCE


Desert Strike
Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.
Shoot-'em-up
Reviewed Issue 8
FORCE


Dinosaurs
Great graphics but needs more levels — difficulty option adds variety.
Platform
Reviewed Issue 4
FORCE


Dragon's Lair
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.
Platform
Reviewed Issue 5
FORCE 87

Extra Innings
Cutesy one- or two-player baseball sim with excellent gameplay.
Sport
Reviewed Issue 2
FORCE


F1 Exhaust Heat
Very playable Grand Prix sim featuring sixteen tracks and a one- or two-player option.
Racing
Reviewed Issue 7
FORCE


F-Zero
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.
Racing
Reviewed Issue 1
FORCE 92

F1 Super Driving: Aguri Suzuki
Good digitised graphics and playability but difficult controls and poor FX.
Racing
Reviewed Issue 4

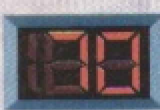


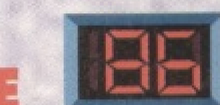
Final Fantasy Mystic Quest
An excellent introduction for beginners but lacks serious challenge.
RPG
Reviewed Issue 8
FORCE

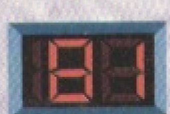

George Foreman's KO Boxing
Nasty Boxing sim, even the two-player option doesn't save it — avoid like the plague!
Sport
Reviewed Issue 6
FORCE

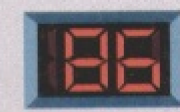

Gods
Tough gameplay with loads of puzzles. Tedious first levels but gameplay gets better.
Platform
Reviewed Issue 8
FORCE


Golden Fighter
Very annoying fighting game let down by poor the animation and gameplay.
Beat-'em-up
Reviewed Issue 4
FORCE


Gun Force
Challenging but slow blaster with good graphics.
Shoot-'em-up
Reviewed Issue 6
FORCE


Hat Trick Hero
Amusing but unrealistic football game with two-player option.
Sport
Reviewed Issue 7
FORCE


Hook
Looks great, sounds great but falls down on playability.
Platform
Reviewed Issue 4
FORCE


IREM Skins Game
Great graphics and playability make this one of the best golf sims around — two-player option lets you play against mates for cash.
Sport
Reviewed Issue 7
FORCE


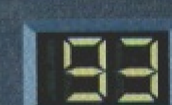
Jack Nicklaus Golf
Good golf sim, but limited number of holes to play.
Sport
Reviewed Issue 2
FORCE

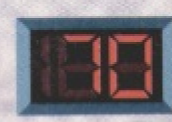

James Bond Jr
Unrealistic scrolling, awful sound and nasty animation — stay clear!
Platform
Reviewed Issue 8
FORCE


Jimmy Connors' Tennis
Above-average tennis sim with lots of variation. Slow at first but good fun.
Sport
Reviewed Issue 8

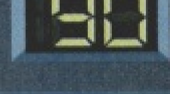


Joe & Mac: Caveman Ninja
lick animation and great visuals with a great two-player — levels are a bit samey!
Platform
Reviewed Issue 2
FORCE


John Maddens '93
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.
Sport
Reviewed Issue 8
FORCE


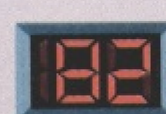

King of the Monsters
Great animation but dodgy music and poor FX mean you'll soon get bored with this.
Beat-'em-up
Reviewed Issue 5
FORCE


Krusty's Super Fun House
Humorous gameplay with a good range of puzzles — too repetitive!
Puzzle
Reviewed Issue 3
FORCE 82

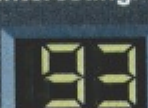
Lemmings
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.
Puzzle
Reviewed Issue 1
FORCE


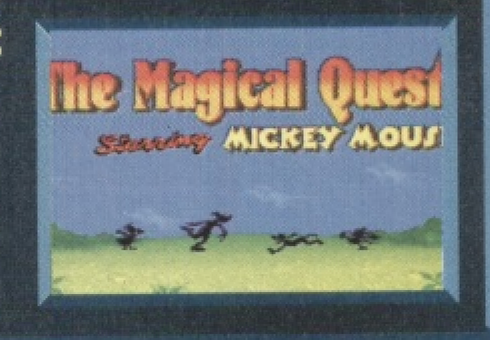
Magic Adventure
Unusual Japanese game with good graphics but bland gameplay.
Platform
Reviewed Issue 4

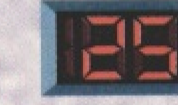

Mario Paint
Fun-packed but basic art package for kids.
Educational
Reviewed Issue 5

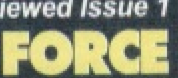


Mickey's Magical Quest
Superb game with great graphics and soundtracks. Gameplay is a little easy but can be altered to make the game more interesting.
Platform
Reviewed Issue 7

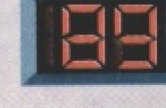


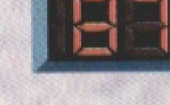


Monopoly
Bad sound and FX make this poor conversion really boring indeed — horrible!
Board
Reviewed Issue 7
FORCE


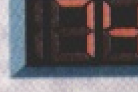

Mystical Ninja (The Legend of)
Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant!
Arcade
Reviewed Issue 1





Out of this World
A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.
Arcade
Reviewed Issue 8
FORCE


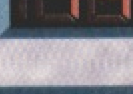
Parodius
Fun gameplay, excellent graphics and great tunes make this a real laugh— a bit easy though!
Shoot-'em-up
Reviewed Issue 4
FORCE


Phalanx
Unoriginal and frustrating gameplay saved only by clean, sharp graphics — one of a number of Japanese blasters.
Shoot-'em-up
Reviewed Issue 5



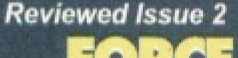
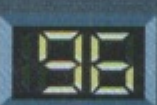


Pipe Dream
A tricky one- and two-player puzzle game high on good graphics but short on thrills — poor sounds and playability bring the rating down.
Puzzle
Reviewed Issue 5



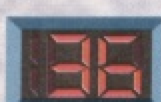
Pilot Wings

Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!
Flight
Reviewed Issue 2


Pit-Fighter

Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard
Beat-'em-up
Reviewed Issue 1



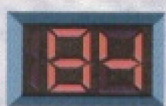
Sky Mission

World War One flying simulator with great graphics but frustrating gameplay.
Fight
Reviewed Issue 7



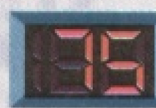
Soul Blazer

Great looking but far too simple — brilliant graphics but repetitive gameplay
RPG
Reviewed Issue 7



Spanky's Quest

Ball-bouncing arcade platform starring an ape — fun but limited lastability.
Platform
Reviewed Issue 5



Spindizzy Worlds

A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.
Puzzle
Reviewed Issue 5



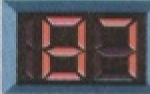
Super Action Football

Unusual slanted perspective give this American footie sim a disorientating feel.
Sport
Reviewed Issue 7



Super Adventure Island

Good graphics and a wicked soundtrack let down by frustrating gameplay.
Arcade
Reviewed Issue 3



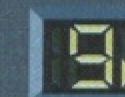
Super Bases Loaded

Sketchy baseball sim with an un-finished look to the graphics.
Sport
Reviewed Issue 3



Prince of Persia

Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!
Platform
Reviewed Issue 4






Street Fighter II

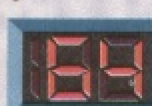
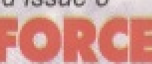
The best beat-'em-up ever on the SNES! Huge 16-meg cart boasting awesome graphics — the only fault is the minor control problems.
Beat-'em-up
Reviewed Issue 2





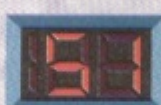
Q*Bert 3

Cool graphics but monotonous gameplay soon gets boring.
Puzzle
Reviewed Issue 8

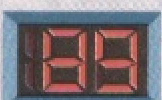
Rampart

Wall-building sim with below average graphics and poor sound — lacks depth and playability.
Puzzle
Reviewed Issue 7



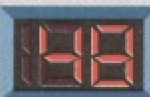

Road Runner: Death Valley Rally

Superb graphics, fun gameplay with great Warner Bros theme.
Arcade
Reviewed Issue 7



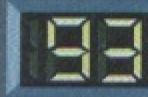

Robocop 3

Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.
Shoot-'em-up
Reviewed Issue 6

Sim City

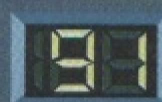
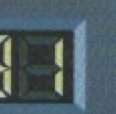
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!
Educational
Reviewed Issue 3





Smart Ball

Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.
Platform
Reviewed Issue 2



Sonic Blast Man

Active animation and colourful backdrops but too repetitive to provide a lasting challenge.
Beat-'em-up
Reviewed Issue 8



Strike Gunner

An action-packed blaster with sharp graphics.Lastability is let down by a wimpy difficulty setting!
Shoot-'em-up
Reviewed Issue 2



Super Battletank: War in the Gulf

A far too simple tank sim. Superb graphics pity the rest of the game isn't as good!
War sim
Reviewed Issue 3




Super Bowling

A good four-player bowling sim fun with friends but boring on your own.
Sport
Reviewed Issue 5



Super Cup Soccer

Easy to play one- and two-player soccer sim lacking variety.
Sport
Reviewed Issue 7



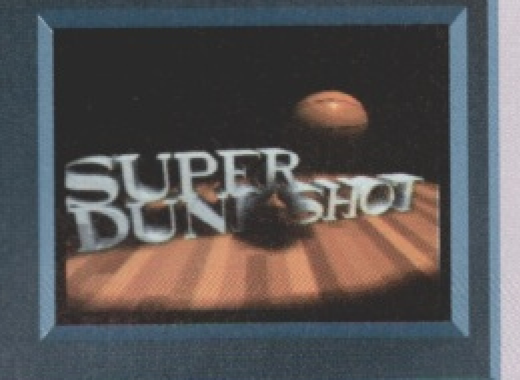

Super Double Dragon

Graphics and FX are bland but gameplay is fun especially for two players.
Beat-'em-up
Reviewed Issue 7



Super Dunkshot
A good basketball sim with amazing 3-D and Mode 7 graphics. Easy to play but not much shot or movement variation.
Sport
Reviewed Issue 4
FORCE 91

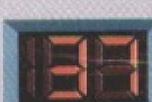




Turtles In Time
Great visuals with rockin' sounds.
Beat-'em-up
Reviewed Issue 4
FORCE 75



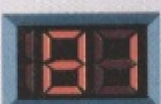
Wheel Of Fortune
A great multi-player game.
Puzzle
Reviewed Issue 6
FORCE 39



Zelda 3 : A Link to the Past
This great RPG game very easy to get into, very hard to get out of and even harder to finish.
RPG
Reviewed Issue 3
FORCE 93

Super Formation Soccer
Slick 3D footie sim with great graphics — moves are limited.
Sport
Reviewed Issue 7

FORCE 81

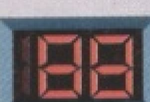


Super Kick Off
Football game with zillions of options — poor scrolling leads to frustrating gameplay.
Sport
Reviewed Issue 3

FORCE 76



Super Mario Kart
Mario's back in an incredibly-addictive karting game — limited for solo drivers.
Racing
Reviewed Issue 6
FORCE 88

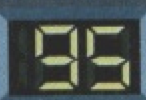


Super Smash TV
Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Thoroughly recommended.
Shoot-'em-up
Reviewed Issue 1
FORCE 91

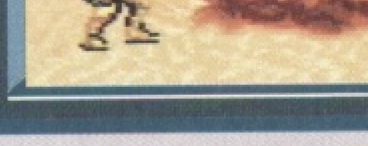


Super Star Wars
A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable.
Shoot-'em-up
Reviewed Issue 7
FORCE 95





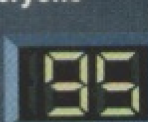




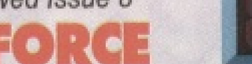
NES REVIEWS

Action 52
Fifty-two games on one cart. Most are poor, but the odd one is okay.
Various
Reviewed Issue 8
NOT RATED

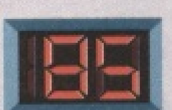
Super Mario World
Mario's first SNES adventure is packed with 96 levels to explore and tricky puzzles to solve. Cute graphics and good playability — recommended to everyone
Platform
Reviewed Issue 1
FORCE 95



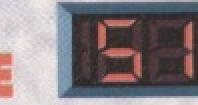


Wing Commander
An excellent intergalactic fighting adventure with stunning visuals — a tough challenge.
Shoot-'em-up
Reviewed Issue 8

FORCE 84

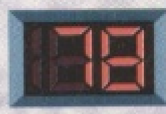
Action in New York
Good graphics and speedy gameplay make this futuristic blaster a stunner.
Shoot-'em-up
Reviewed Issue 6
FORCE 85



Super Off-Road
Race off-road trucks around indoor circuits plenty of levels but repetitive.
Racing
Reviewed Issue 1
FORCE 51

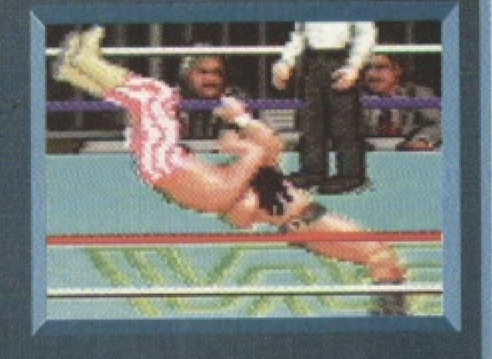


Super Swiv
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating.
Shoot-'em-up
Reviewed Issue 6
FORCE 78



WWF Wrestlemania
A great arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding, but once mastered it's very enjoyable.
Sport
Reviewed Issue 1
FORCE 90

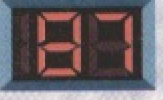




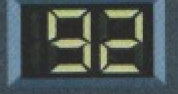
Super Pang
Great gameplay but no two-player game. Highly addictive levels.
Arcade
Reviewed Issue 5
FORCE 81

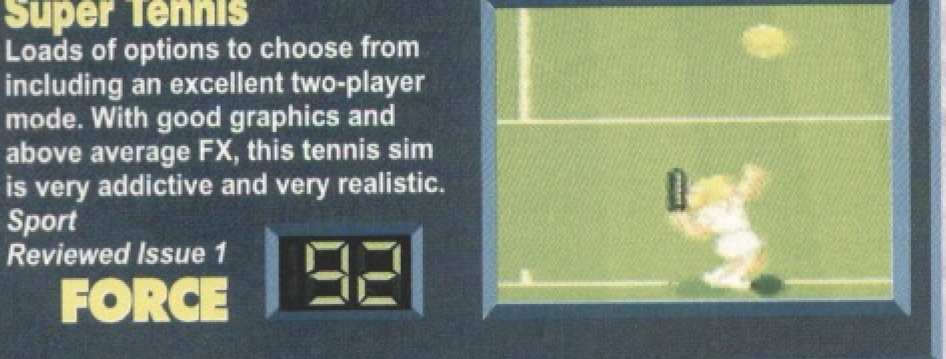
Super R-Type
Highly addictive space-age blaster.
Shoot-'em-up
Reviewed Issue 1

FORCE 87



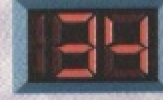
Super Tennis
Loads of options to choose from including an excellent two-player mode. With good graphics and above average FX, this tennis sim is very addictive and very realistic.
Sport
Reviewed Issue 1
FORCE 92



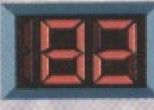


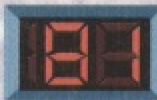
Barbie
Gawky characters and awkward levels.
Platform
Reviewed Issue 5

FORCE 34

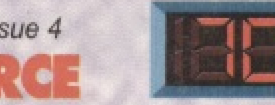


Big Nose the Caveman
A cute game, but just too repetitive.
Platform
Reviewed Issue 1
FORCE 82



Blues Brothers
Challenging but lightweight platformer with good graphics and brilliant music.
Platform
Reviewed Issue 8
FORCE


Castellian
Originally called Nebulus on PC — frustrating puzzler lacking variety.
Puzzle
Reviewed Issue 2
FORCE


Castlevania III : Dracula's Curse
Third instalment of popular series with good graphics and solid gameplay.
Arcade
Reviewed Issue 4


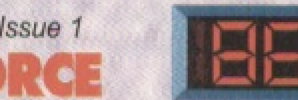
Darkwing Duck
Unoriginal and easy Disney game. Good visuals but not enough challenge.
Platform
Reviewed Issue 4



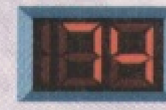

Dizzy: Fantastic Adventures of
A speedy puzzler with some nice visuals and FX. The gameplay is very addictive and less tedious than before.
Puzzle Platform
Reviewed Issue 6



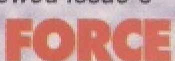



Dragon's Lair
Very tough arcade conversion with good graphics — experts only.
Arcade
Reviewed Issue 1


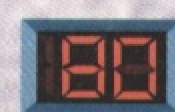
Dynablaster
Plant bombs to blast opponents — average graphics but fun for two.
Arcade
Reviewed Issue 8

Elite
A tough and challenging space adventure — two-player control option is fantastic!
Arcade
Reviewed Issue 8
FORCE


Gold Medal Challenge '92
Multi-event Olympic sim — fun with friends, but tiresome for one.
Sport
Reviewed Issue 5




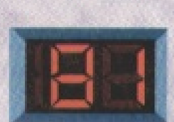
Hammerin' Harry
A dash 'n' bash platformer lacking variety — too easy for experienced players.
Platform
Reviewed Issue 6
FORCE


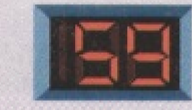
Hook
Nice visuals but boring gameplay make this film-tie in disappointing.
Arcade
Reviewed Issue 1

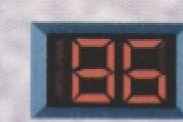



Joe & Mac: Caveman Ninja
Multi-layer parallax scrolling and a multitude of colour drenched backdrops make this stone-age stormer a real hit — two-player mode is a great laugh!
Platform
Reviewed Issue 1
FORCE

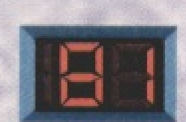

Krusty's Fun House
Strategy game starring the Simpsons with load of of levels — repetitive gameplay questions the lastability.
Puzzle
Reviewed Issue 6
FORCE


Lemmings
Save the suicidal rodents from themselves. Classic puzzle action but difficult controls make gameplay frustrating.
Puzzle
Reviewed Issue 7
FORCE


Little Mermaid
Disney licence high on visuals short on gameplay — far too easy for the average game fiend!
Arcade
Reviewed Issue 3
FORCE


Micro Machines
Mini vehicles race around a variety of circuits. Highly additive with an exiting two-player option.
Racing
Reviewed Issue 2
FORCE


Mig 29 Soviet Fighter
Take to the skies in this airborne blaster. Detailed backdrops, thumping tunes and various missions ensure high lastability.
Shoot-'em-up
Reviewed Issue 2
FORCE

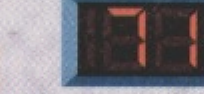

Monster in my Pocket
A great introduction to slash and bash, but with only five levels it's a little bit easy.
Arcade
Review Issue 2
FORCE


North and South
Poor battle sim easy to play and just as easy to forget. Nice idea, but bad execution.
Puzzle
Reviewed Issue 5
FORCE


Paperboy 2
Ride your bike and deliver papers in this poor arcade conversion.
Arcade
Reviewed Issue 4
FORCE

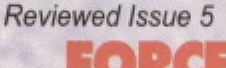

Parasol Stars
Sequel to Rainbow Islands. Bubbly graphics and bouncy tunes but difficult playability is frustrating.
Arcade
Reviewed Issue 7
FORCE


Prince of Persia
An addictive, tricky and above average platform beat-'em-up.
Platform
Reviewed Issue 8
FORCE

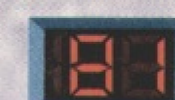

Prince Valiant
A tough medieval fighting game — dodgy controls make it annoying.
Beat-'em-up
Reviewed Issue 7
FORCE


Quattro Adventure
A compilation of four average games for the price of one. A bit bland but good fun.
Platform
Reviewed Issue 2
FORCE

Rodland
Good animation and graphics make this platform puzzler very addictive — soon becomes samey.
Arcade
Reviewed Issue 6
FORCE

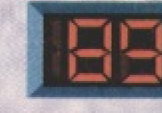
Roundball 2-on-2 Challenge
A fun basketball sim with good playability — one-player option is limited.
Sport
Reviewed Issue 5


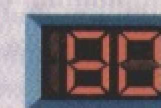
Spiderman : Return of the Sinister Six
Tricky controls make this Spidey adventure a bit frustrating to start. Great graphics and moody FX.
Platform
Reviewed Issue 5
FORCE

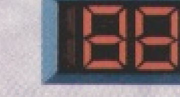
Street Gangs
A fun-packed beat-'em-up with great gameplay, especially in two player mode — dodgy sprite collision is frustrating.
Beat-'em-up
Reviewed Issue 6
FORCE


Super Turrican
Fast graphics and gameplay make this a tough but fun blaster.
Shoot-'em-up
Reviewed Issue 7

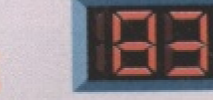



Tiny Toons Adventure
An addictive adventure starring the great Warner Bros characters.
Platform
Reviewed Issue 2
FORCE


Tom & Jerry
A standard platform adventure with heaps of cartoon-style fun.
Platform
Reviewed Issue 5
FORCE


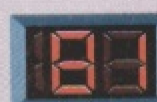
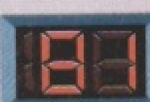
Trog
An addictive two-player maze game with loads of levels — very playable.
Puzzle
Reviewed Issue 1
FORCE


Arcade
Reviewed Issue 1
FORCE 86

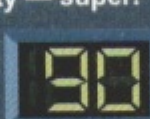
Ultimate Stuntman
Action packed with a variety of levels — lack of originality questions lastability.
Shoot-'em-up
Reviewed Issue 2


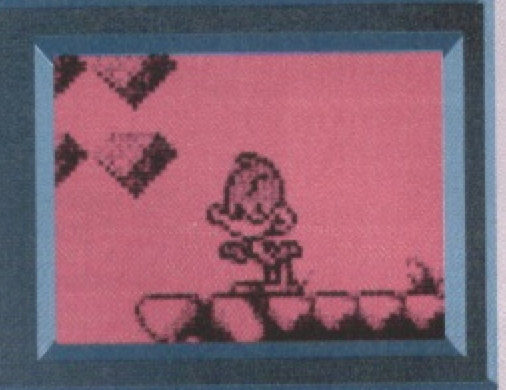
FORCE 83

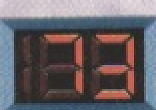


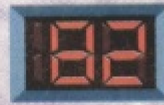
Addams Family
Good but repetitive gameplay provides a testing challenge — badly-defined graphics!
Platform
Reviewed Issue 6


FORCE 81

Babs Big Break in Tiny Toons
A brilliant conversion of the NES game starring all the Warner Bros characters. Excellent graphics and brilliant playability — super!
Platform
Reviewed Issue 1


FORCE 90



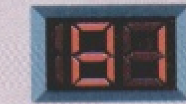
Bart vs The Juggernauts
A tricky game to get into with difficult events —the difficulty level will put most off.
Arcade
Reviewed Issue 5

FORCE 73

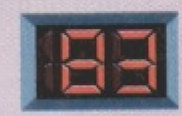
Batman II: Return of the Joker
Great film licence with stunning visuals and funky tunes — only four levels!
Platform
Reviewed Issue 2

FORCE 82

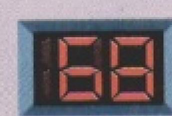
Battletoads
A tough scrapper with good scrolling and well- defined sprites — a real tough challenge.
Beat-'em-up
Reviewed Issue 1


FORCE 86

Bettlejuice
Highly-addictive with good variety, brilliant animation and clear sprites — needs a few more levels.

Blues Brothers
Good conversion of SNES and NES platformer — good sounds.
Platform
Reviewed Issue 3

FORCE 81

Bomb Jack
Good conversion of classic arcade title. Defuse bombs and avoid enemies.
Arcade
Reviewed Issue 8

FORCE 83

Castellian
Fun for a while but gameplay is very frustrating with little variety.
Puzzle
Reviewed Issue 2

FORCE 68

Centipede
Conversion of early '80s blast-'em-up. Addictive arcade action but nasty graphics.
Shoot-'em-up
Reviewed Issue 1


FORCE 75

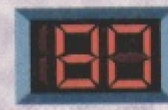
Dragons Lair
A serious but difficult challenge with excellent graphics.
Platform
Reviewed Issue 2

FORCE 74

Dynablaster
Unoriginal pacman clone with little variation in gameplay.
Arcade
Reviewed Issue 2

FORCE 55

Ferrari Grand Prix Challenge
Good graphics, excellent presentation and addictive gameplay.
Racing
Reviewed Issue 5


FORCE 80

Fist of the North Star
The dire graphics and sound are enough to put most people off — look elsewhere.
Beat-'em-up
Reviewed Issue 4

FORCE 34

Gradius: The Interstellar Assault
Good space-age blaster with loads of options. Infinite continues and only five stages — too easy!
Shoot-'em-up
Reviewed Issue 1

FORCE 83

High Stakes Gambling
Simple but basic gambling game with a variety of different games to choose from.
Sport
Reviewed Issue 4

FORCE 70

Hudson Hawk
This film spin-off is great fun to play, but with only three stages it is far too easy to complete.
Platform
Reviewed Issue 4

FORCE 80

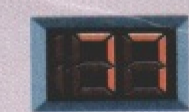
Jordan Vs Bird

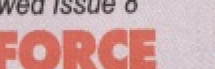
Three styles of basketball game — 3-point shooting, Slam dunk compo and one on one — but no full match option — disappointing!
Sport
Reviewed Issue 1

FORCE 72

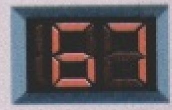
Mickey's Dangerous Chase
Disappointing Disney/Capcom collaboration. Above-average graphics but far too easy to finish.
Platform
Reviewed Issue 4

FORCE 57

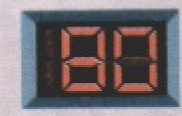
Missile Command
Classic arcade action with 16 levels and two-player option — gameplay lacks variety.
Arcade
Reviewed Issue 2

FORCE 77

Mouse Trap Hotel
Slightly above-average platformer lacking depth and immediacy.
Platform
Reviewed Issue 8


FORCE 76

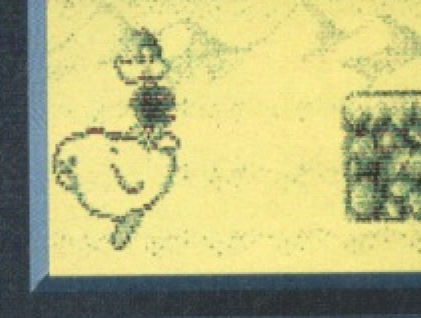
NBA All-Star Challenge 2
Frustrating — but well presented — basketball sim. Unless you're a real fan, you'll soon get fed up.
Sport
Reviewed Issue 3

FORCE 67

Pac-Man
Instantly-addictive conversion of the early '80s arcade hit. Basic graphics, and visuals can get a bit tedious but the addictive gameplay more than makes up for it!
Arcade
Reviewed Issue 2


FORCE 80

Looney Tunes
A superb licence from Warner Bros featuring the stars of the popular cartoon series. Non-stop fun from start to finish — recommended to everyone.
Platform
Reviewed Issue 8

FORCE 90



Mario & Yoshi
A Tetris-style game based on matching halves of Yoshi eggs.
Puzzle
Reviewed Issue 3
FORCE 88

McDonaldland
Standard platformer — nothing new.
Platform
Reviewed Issue 7

FORCE 68

Parasol Stars
Enjoyable but lightweight sequel to Rainbow Islands. Above-average graphics let down by irritating gameplay.
Arcade
Reviewed Issue 8

FORCE 66

Pit Fighter
Hard-hitting beat-'em-up let down by sketchy graphics — lack of continues is frustrating.

Parodius

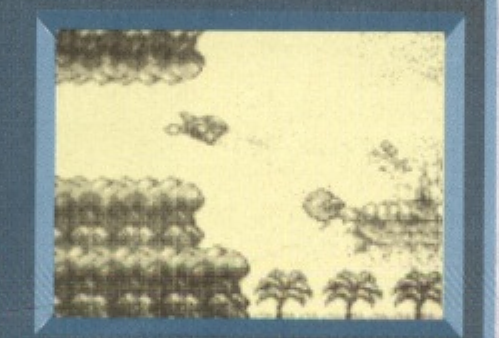
Brilliant conversion of spectacular SNES blaster. Gorgeous graphics, lots of jolly tunes and great gameplay — one of the best GB titles around!

Shoot-'em-up

Reviewed Issue 4

FORCE 91





Beat-'em-up

Reviewed Issue 3

FORCE 70



Pop Up

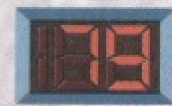
Addictive ball-bouncing puzzler with 100 levels but basic graphics.

Puzzle

Reviewed Issue 6



FORCE 79



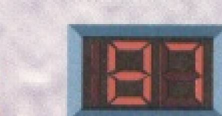
Prince of Persia

Amazing animation, challenging puzzles and 12 tough levels — great fun!

Platform

Reviewed Issue 1

FORCE 87



Rodland

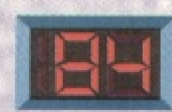
A fun fairy-style romp with lots of cute sprites and plenty of detail — lack of continues is annoying.

Arcade

Reviewed Issue 6



FORCE 84



Simpsons: Bart Vs the World

Addictive platformer with tricky sub-games.

Platform

Reviewed Issue 1

FORCE 73



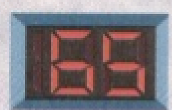
Spanky's Quest

A sub-standard conversion. Easy in parts, but just too difficult in others — frustrating.

Arcade

Reviewed Issue 5

FORCE 65

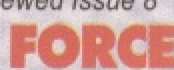


Speedball 2

Futuristic and violent sports game with beat-'em-up influence. Good, fast with smooth visuals.

Sport

Reviewed Issue 8



FORCE 79

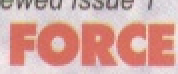


Star Trek 25th Anniversary

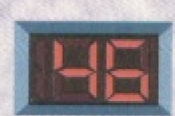
Average digitised graphics, tiny sprites and repetitive gameplay — for Trekkies only!

Shoot-'em-up

Reviewed Issue 1



FORCE 46



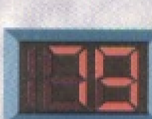
Star Wars

Good conversion with lots to explore and infinite continues — very challenging in later levels

Shoot-'em-up

Reviewed Issue 6

FORCE 79



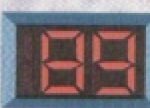
Super Hunchback

A challenging and addictive arcade conversion. Slick and smooth graphics with fantastic catchy tunes guarantee many happy hours play.

Arcade

Reviewed Issue 7

FORCE 89





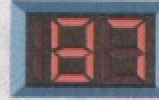
Super Mario Land 2: Six Gold Coins

Sequel to classic GB Mario adventure with excellent graphics and backgrounds — shame it's so easy!

Platform

Reviewed Issue 8

FORCE 87



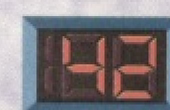
Super Off Road

Awkward controls and repeated tracks won't keep you playing this truck-racing game for long.

Racing

Reviewed Issue 6

FORCE 42



Super R.C. Pro-Am

Excellent remote controlled racing sim. Plenty of new tracks and add-ons ensure hours of fun.

Racing

Reviewed Issue 3

FORCE 89



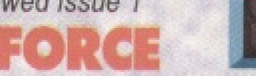
Terminator 2: Judgment Day

Action-packed gameplay interspersed with challenging puzzles — a tough challenge.

Shoot-'em-up

Reviewed Issue 1

FORCE 83



Tip Off

Basketball sim with superb graphics and loads of options — needs a two-player mode.

Sport



Reviewed Issue 6

FORCE 82

Tom & Jerry

Slapstick action for cartoon lovers only. Only ten levels and frustrating control system.

Platform

Reviewed Issue 8



FORCE 79



Toxic Crusaders

A violent but addictive challenge, easy to control with loads of power-up's. Good animation and FX add to the atmosphere.

Beat-'em-up

Reviewed Issue 7



FORCE 76

Track Meet

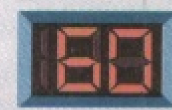
Good multi-event sports sim great for two players but limited for one — too easy.



Sport

Reviewed Issue 3

FORCE 80



Turn and Burn

A die-hard flying sim strictly for fanatics. Good graphics but the complicated controls are almost impossible to master.

Flight sim

Reviewed Issue 3

FORCE 60



Wave Race

Unusual jet-ski game with novelty value but not much else.

Racing

Reviewed Issue 4

FORCE 52

World Circuit Series



Great Grand Prix racing sim with 16 tracks, slick graphics and the usual whining car FX.

Racing

Reviewed Issue 2

FORCE 83

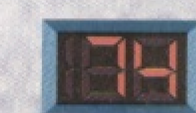
WWF Superstars

Good looking, easy-to-play wrestling game seriously lacking depth — repetitive in one player mode.

Sport

Reviewed Issue 5

FORCE 74



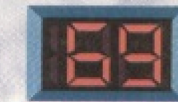
Xenon 2

Space-based shoot-'em-up noted for its excellent Bomb The Bass soundtrack — nothing new !

Shoot-'em-up

Reviewed Issue 7

FORCE 69



That's it for April's *FULL FORCE*. Use it as a complete buying guide — but always try to play before you pay.



There's less than a month to wait before *N-FORCE* crashes into May with more pages packed with *100% guaranteed independent* Nintendo action!

***Reviewed:* Star Fox, The Terminator Outlander, Drop Zone**

Exposed:* Behind the scenes at *THE BIG BREAKFAST

PLUS...* All the regular news, previews, reviews and as many tips as we can pile through before running out of pages! *N-FORCE: Not as thick as the official phone book — or as boring!



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